

FROM EDWARD PACKARD, CREATOR OF CHOOSE YOUR OWN ADVENTURE®

YOUR ULTIMATE CHALLENGE!

ESCAPE™ FROM TENOPIA

3

TERROR ON KABRAN



SPECIAL
BOOK CLUB
EDITION



16639-5 * IN U.S. \$2.50 (IN CANADA \$2.99) * READ WITH A BOOK

TERROR ON KABRAN

PROBLEM: You're trapped on Tenopia, the most mysterious planet in the galaxy. You finally made it to the planet's main continent, Kabran. But Kabran is the home base of the Maglan space pirates—and outsiders are not welcome.

GOAL: Escape the dangers of Kabran and find the galactic patrol station, your only hope of rescue.

EQUIPMENT: A pocket map computer—and your wits.



DANGERS: Flesh-eating aliens called Rangs. The dungeons in the Castle of Enor. And huge birds trained to pick up travelers and deliver them to slavemasters!

**WILL YOU MAKE
THE RIGHT CHOICES?
THERE IS ONLY ONE
WAY TO ESCAPE™ ...
FIND IT—OR BE
TRAPPED FOREVER!**

SACKED!

You walk for hours. The orange sun of Tenopia sets, and the dark forest hovers on both sides of the road.

Suddenly, dark forms rush at you from the trees. They emerge from the shadowy forest—and you realize that they're Rangs. They overpower you and throw you into a sack. The sack scrapes the ground. A moment later you surge into the air and feel yourself being carried.

You reach the village of the Rangs the following night. The Rangs tie you to a stake in the center of a clearing surrounded by small huts. A fire burns nearby, and several dark figures huddle around it. You feel a terrible, creeping dread. . . .

WILL YOU ESCAPE FROM KABRAN?

When—and if—you do, more challenges await you on the planet Tenopia.

Be sure not to miss

#1: TENOPIA ISLAND

#2: TRAPPED IN THE SEA KINGDOM

And continue your escape adventures in

#4: STAR SYSTEM TENOPIA

coming soon.

Bantam Books in the Escape™ from Tenopia series
Ask your bookseller for the books you have missed

- #1 TENOPIA ISLAND
by Edward Packard
- #2 TRAPPED IN THE SEA KINGDOM
by Richard Brightfield
- #3 TERROR ON KABRAN
by Richard Brightfield

Escape™

FROM TENOPIA

#3

TERROR ON KABRAN

by Richard Brightfield

Created by Edward Packard



Illustrated by David Perry



BANTAM BOOKS

TORONTO • NEW YORK • LONDON • SYDNEY • AUCKLAND

TERROR ON KABRAN

RL 5, IL age 10 and up

TERROR ON KABRAN

A Bantam Book / August 1986

*Escape is a trademark of
Metabooks, Inc.*

Cover art by Catherine Hueria

All rights reserved.

*Text and maps copyright © 1986 by Edward Packard.
Inside illustrations copyright © 1986 by Bantam Books, Inc.*

*This book may not be reproduced in whole or in part, by
mimeograph or any other means, without permission.*

For information address: Bantam Books, Inc.

ISBN 0-553-25636-X

Published simultaneously in the United States and Canada

Bantam Books are published by Bantam Books, Inc. Its trademark, consisting of the words "Bantam Books" and the portrayal of a rooster, is Registered in U.S. Patent and Trademark Office and in other countries. Marca Registrada. Bantam Books, Inc., 666 Fifth Avenue, New York, New York 10103.

PRINTED IN THE UNITED STATES OF AMERICA

O 0 9 8 7 6 5 4 3 2 1

NOTICE!!!

You are about to find yourself trapped on Kabran, a strange and dangerous continent on one of the most forbidding planets in the galaxy. It's important that you follow the directions in this book if you hope to escape!

During your travels on Kabran, you'll have a small computer that can project a map of the region you're in at any moment. To use this, flip to the map page indicated near the bottom of the page you're reading. (When you turn to a map page, be sure to keep a finger on the page you're reading so you won't lose your place.)

Whether or not you escape from Kabran will depend on how skillful you are, how persistent you are, and how lucky you are. Will you succeed—or will you be trapped forever? It's entirely up to you!



You are a diplomat from the planet Earth. While on a diplomatic mission to the Mylaean cluster, your spaceship was hit by a meteor. Luckily, you jettisoned safely in an escape pod and crash-landed on Tenopia, the fifth planet of Star System Tenopia.

You have only one goal on Tenopia: to find the galactic patrol station, where you hope to be able to return to Earth. But Tenopia is a dangerous planet, and warring groups of aliens have hunted you ever since you first landed there. The location of the galactic patrol station is a secret, to protect the patrol from the evil forces on the planet. In your many adventures on Tenopia, you have learned only that the patrol station is located somewhere on Kabran, the planet's major landmass.

At great personal risk, you've traveled across Tenopia since you landed, making your way to Kabran. At last, you located an undersea tunnel that would take you there.

Now, after a long journey through the tunnel, you see a steep ladder ahead. A pale oval of light shows far above, and you slowly climb toward it.

As you emerge from the tunnel, you blink in the orange sunlight. You're in the center of a circle of tightly spaced bushes. For a fleeting second, an ape-like face peers from between two of the shrubs. Then it vanishes.

The path through the woods is very narrow. Occasionally a small stream crosses it, but the path seems little used. Finally, you come to a main road just where it crosses a bridge. You use your computer to project a map of the region and see that the road on the left will take you to the town of Dafnar. The road to the right leads to the port town of Gyor.



TO CHECK MAP, SEE PAGE 17.

If you go toward Dafnar, turn to page 82.

If you go toward Gyor, turn to page 41.

You push through the bushes and find a path. As you run along it, you almost collide with the apelike creature. It jumps back and whimpers, holding its arms in front of its face defensively.

"I'm sorry," you say. "I didn't mean to scare you. I'm just looking for the galactic patrol station."

"Galactic patrol station? What is that?" the creature asks in the galactic language.

"It's a place where I can get off this planet and back to my own," you say.

"Ah! I see," the creature says, recovering from its fright. "I have a map of Kabran on the wall of my cave. Perhaps I can help you. My cave is not far from here."

The creature, who introduces himself as Vard, leads you through the forest to his cave. As your eyes get used to the dim light, you see a large, wide map of the whole of Kabran drawn on one of the walls.

Go on to the next page.



Go on to the next page.

After studying the map, you take out your pocket-sized map computer and check your location on it. Your computer shows just a small section of Kabran—the one you are in—but in much greater detail than the map on the wall. Vard stares at it in amazement.

"There is no sign of the galactic base on either your map or my computer," you say.

"There is a crossroads not far from here with roads going in several directions," Vard says. "Perhaps one of them will lead you to the place you seek. But watch out for the Maglan space pirates; their main base is on this continent. And be careful of my people, the Rangs. Many of them make their livings by kidnapping travelers on the road. I do not like this, but I cannot persuade them to change their ways."

Vard leads you through the woods to the crossroads.

Go on to the next page.

"Before you go, take this small bag of pango seeds. It is the form of money here on Kabran. It is not much," Vard says, "but it will help you on your journey."

You thank Vard for his kindness and set off.



TO CHECK MAP, SEE PAGE 9.



*If you take the road toward Nith,
turn to page 13.*

If you go toward Dafnar, turn to page 82.

If you go toward Gyor, turn to page 33.

"So, we have caught you again," Katoo, chief of the Rangs, says. "My spies have not yet found the galactic patrol station, and we will hold you for ransom until they do."

Once again they imprison you in the small hut. You search a long time before you find the secret exit at the back. When you do, you crawl out of the hut and move quickly away from the village. Although the night is very dark, you find the secret trail that Vard showed you before. You follow it until you reach the main road between Nith and Gyor.



TO CHECK MAP, SEE NEXT PAGE.



If you go toward Nith, turn to page 60.

If you go toward Gyor, turn to page 33.

When you get to the Temple of Wisdom, the same hooded figure as before greets you at the door.

"So you have come back again," he says. "You are in luck. While you have been gone, I have been searching through my thousands of books. Although they do not give the exact spot, all the references to the galactic patrol station hint that it is in the far north. That is all I can tell you for now—perhaps in a few weeks . . ."

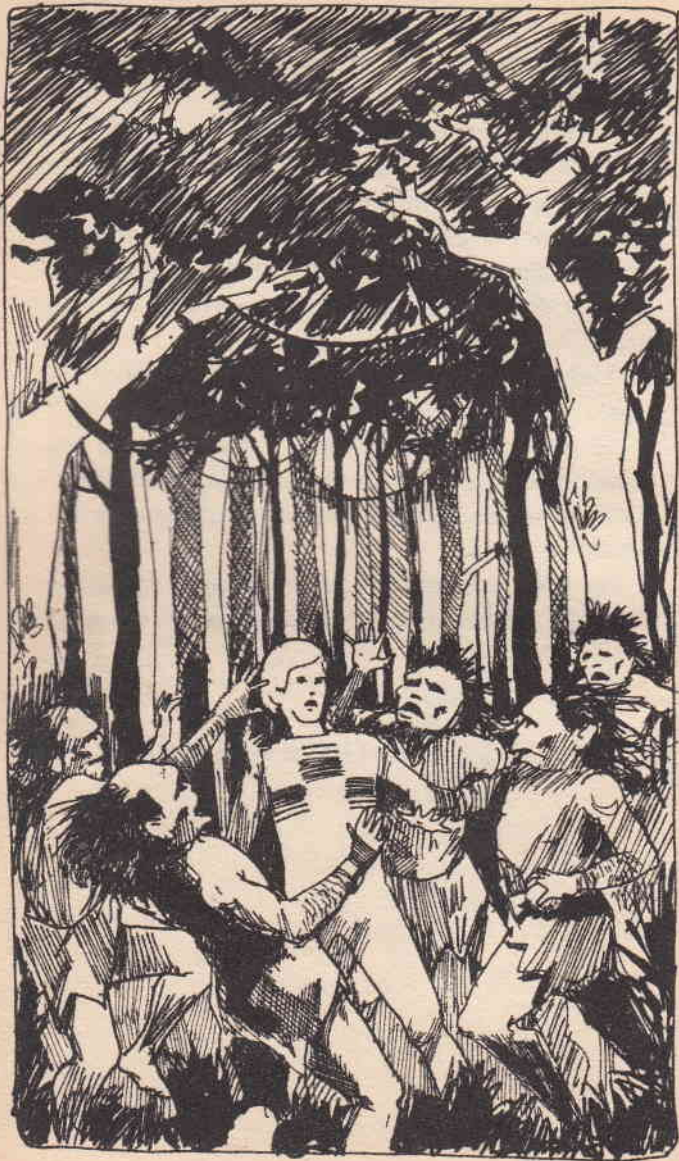
"What is the quickest way to get to the north?" you ask.

"If you are careful, you can follow a narrow trail down the face of the cliff below the Temple of Wisdom to the rain forest below. I will show you where the trail starts."

He leads you to the edge of the cliff. You wave goodbye and begin your descent to the rain forest below.



TO CHECK MAP, SEE PAGE 27.



You walk for hours. The orange sun of Tenopia sets, and the dark forest hovers ominously on both sides of the road.

Suddenly, dark forms rush at you from the trees. They emerge from the shadowy forest and surround you—and you realize that they're Rangs. They quickly overpower you and throw you into a sack. The sack scrapes the ground. A moment later you surge into the air and feel yourself being carried.

You reach the village of the Rangs the following night. The Rangs tie you to a stake in the center of a clearing surrounded by small huts. A fire burns nearby, and several dark figures huddle around it. You feel a terrible, creeping dread.

If you've been captured by the Rangs before, turn to page 8. If not, read on . . .

"I am Katoo, chief of the Rangs," one says, stepping forward into the firelight. "Tell us who will ransom you for a million pango seeds. Otherwise . . ."

Katoo's eyes drift over to the fire and then back to you. He licks his lips with his tongue. Your own lips go dry as you wonder if the Rangs are cannibals.

Then you have an idea.

After following the road for days, you come to Bhama. It must once have been a large, prosperous city, but it is now mostly in ruins. Only one section is still standing. The rest is made up of fire-blackened walls that were once buildings.

If you've been to Bhama before, turn to page 32. If not, read on . . .

You search through the narrow, twisting streets of the small part of Bhama that is still inhabited. The few creatures you see are evil-looking. You turn a corner and come upon a primitive market where mostly knives, swords, and other weapons are being sold. The customers look like pirates. You take one quick look and head away from the market. Just as you do, a short, but very powerful looking, hominid grabs you roughly by the arm and presses a note into your hand. Before you can say anything, he disappears down a narrow passageway. The note is written in the galactic language:

*Meet me on the small bridge
one mile east of town.*

Alric

Turn to page 48.

"The people at the galactic patrol station will ransom me," you say boldly.

"The galactic patrol station? Where is that?" asks Katoo.

"I don't know," you say, "but it's somewhere here on Kabran."

"I will send out my spies," Katoo says.

The Rangs lock you up in a small hut. You lie down to think things over, wondering how to escape.

Later that night a gentle scratching on the wall of the hut wakes you up from your restless sleep. Then something crawls toward you. You're about to cry out when a hairy hand clamps over your mouth and a voice whispers in your ear, "Do not make any noise. I am here to help you."

Turn to page 19.

You ask about the ferry to East Gyor and learn that it leaves from a point outside the town of Gyor to the east. Leaving Gyor, you find yourself walking on a wide, flat boulevard leading to a patch of blue water up ahead. In the far distance you can see a range of mountains. The road is crowded with all sorts of carts and wagons, some piled high with nuts of various kinds, and all being pulled by black six-legged beasts.

Soon you come to the shore of a small bay. You can see that two rivers empty into it. A long rope stretches across the bay, and ferrymen pull heavily loaded barges from one shore to the other.

One of the ferrymen agrees to take you across to East Gyor for the special fare of one pango seed. You arrive on the far shore, where the main road continues east.

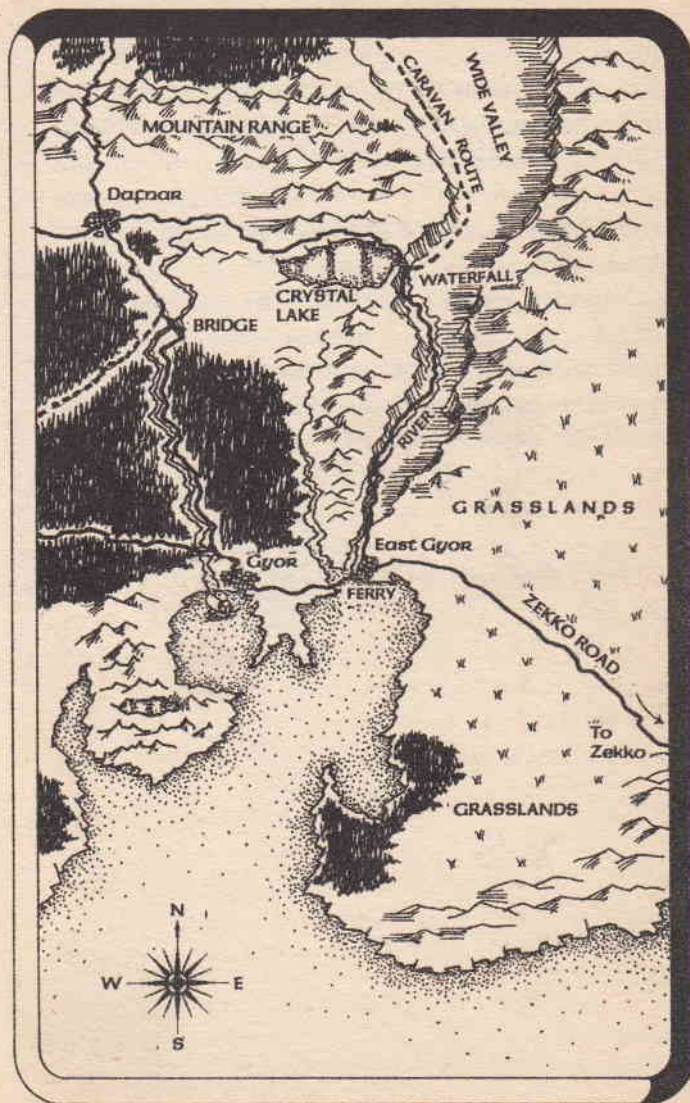
East Gyor is not really a town. It's a way station for travelers between Gyor and Zekko. And the few travelers you see are in too much of a hurry to answer questions. You check your computer map and see that the road east is the Zekko Road. A smaller, secondary road branches off and follows one of the rivers to the north.



TO CHECK MAP, SEE NEXT PAGE.

*If you stay on the Zekko road going east,
turn to page 26.*

*If you take the smaller road north,
turn to page 71.*



Whoever it is leads you to a small opening in the base of the hut wall. Both of you struggle through. In the pale starlight, you recognize your rescuer: it's Vard! He leads you to a patch of thick brush and parts two shrubs to reveal a hidden path. Silently, he gestures for you to follow him.

"This secret trail leads to the main road," Vard whispers. "Do not blame my people too much. There are many others like me, who do not approve of this kidnapping business."

When you are some distance from the village, Vard vanishes back along the trail. You keep going ahead and finally reach the main road between Nith and Gyor.



TO CHECK MAP, SEE PAGE 9.

If you go toward Nith, turn to page 60.

If you go toward Gyor, turn to page 33.

"Welcome to the Gezza Oasis," one of the nomads says. "A lone traveler is always welcome and deserving of our utmost hospitality. Come rest and eat kawa, the fruit of the tuboo palm tree."

You are hungry, and the kawa is sweet and juicy. After eating, you splash cool water on your face and lie down in the shade of the tuboo trees. You quickly fall asleep. When you wake up, the sun is already setting.

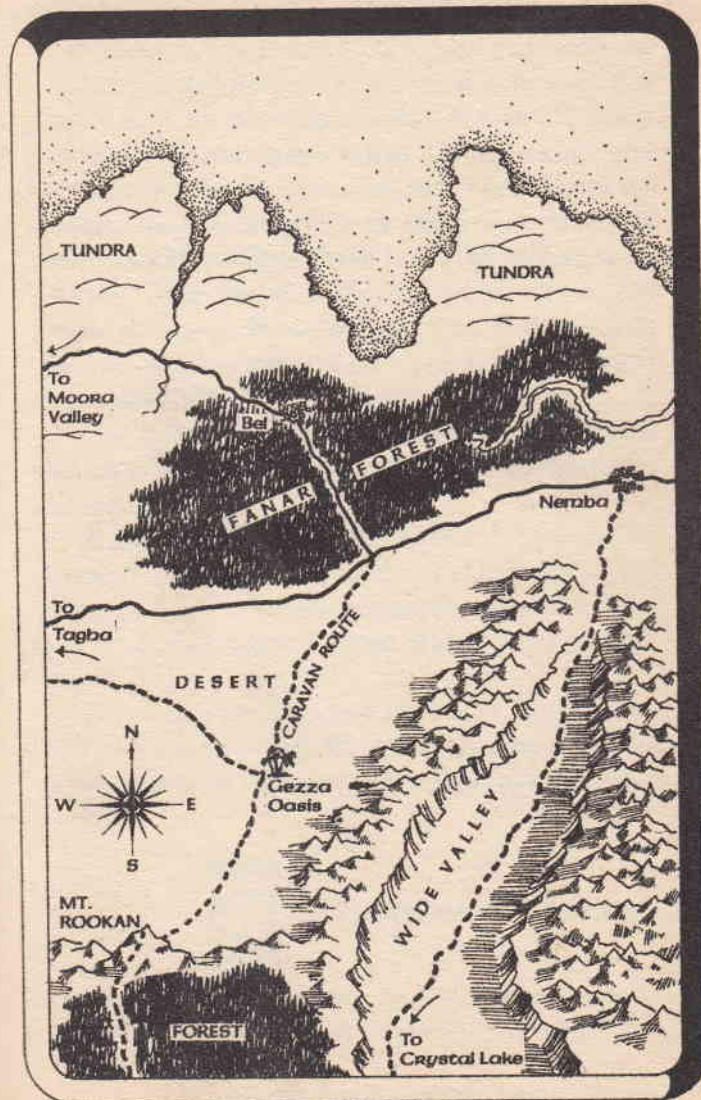
"Our caravan divides here," one of your nomadic hosts says. "One half goes toward Tagha, to the west, and the other half goes northeastward to Nemba. You are welcome to join either group."



TO CHECK MAP, SEE NEXT PAGE.

*If you join the caravan going to Tagha,
turn to page 98.*

*If you join the one going to Nemba,
turn to page 30.*



Every few hours, a guard holds a lantern up to the barred door of the cell and looks in for a few seconds. Your cellmates have rolled up bundles of straw that could pass for sleeping figures if not looked at too closely. After the guard makes his late round, you help to arrange the straw bundles. Then one of the lizards carefully slides a large stone out of the back wall and slithers through the hole. The second lizard follows. Then the squat hominid tries—but he can't make it through the small hole. It's just big enough for you, and you sadly bid the hominid farewell as you leave him behind.

The tunnel widens a bit farther on, but it's still rough going crawling through. The tunnel seems to go on forever.

At last you pop out under a starlit sky onto a path choked with weeds. The dark castle is way above and behind you. The lizards are nowhere to be seen. You can just make out the shore of a large lake to the south.

Checking your map, you see that in one direction the path curves around the lake to the east, and in the other, it follows the edge of the high plateau to the south.



TO CHECK MAP, SEE PAGE 27.

If you go east along the lake, turn to page 65.

*If you head south along the plateau,
turn to page 107.*

You are walking along when a swarm of huge birds swoops down around you. As they land, you see that they're ridden by very thin hominids who surround you before you can do anything. Then they tie you up and carry you to their stone quarry on the back of one of the birds.



Turn to page 50.

In Tagha, you feel close to the galactic patrol station. Even though your search around the town on your earlier visit revealed nothing, this time you decide to explore the frozen lands nearby to the north and west.



TO CHECK MAP, SEE PAGE 99.

*If you explore the glacier to the north,
turn to page 42.*

*If you search the fjords to the west,
turn to page 124.*

You arrive in Zekko, a town that stands on a point of land extending out into a broad bay. It looks like an Earth town of medieval times, with small two-story houses that hang over the narrow, twisting streets.

If you've been to Zekko before, turn to page 52. If not, read on . . .

You see a sign saying Thom's Tavern and realize you're hungry. On entering the tavern, you meet the owner, Thom, give him some pango seeds, and ask for lots of food. He seems surprised and a bit suspicious of you, but he is pleasant enough.

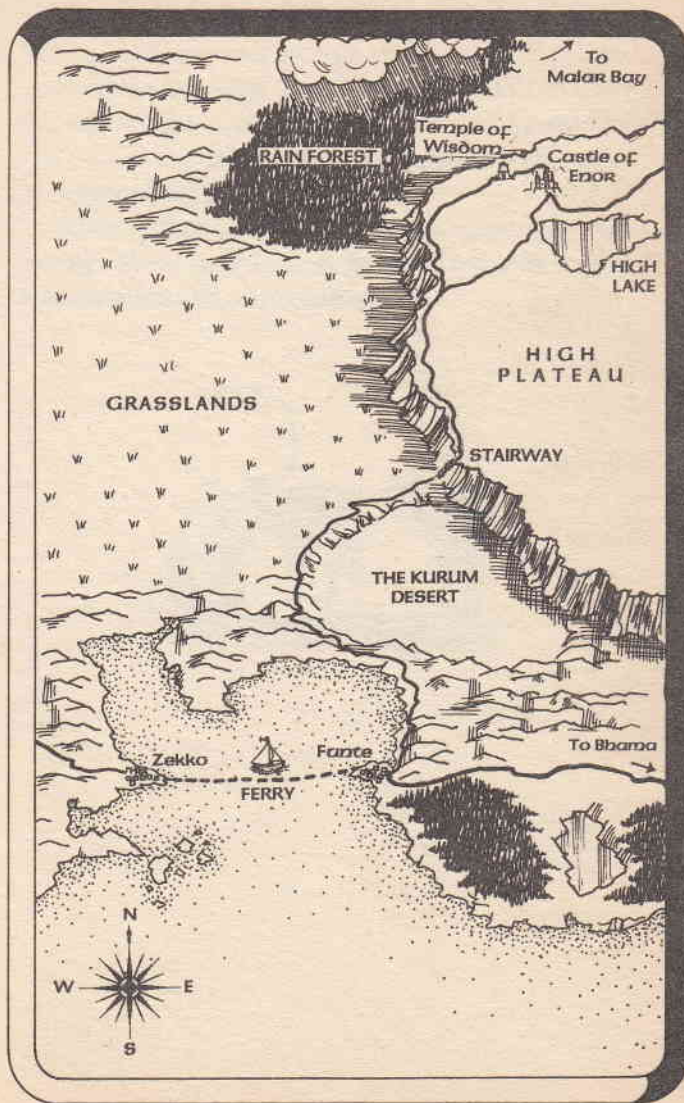
"Have you heard of the galactic patrol?" you ask. "It's very important that I find their station."

"Can't say that I have," Thom says. "But if you have the time, you might try looking it up in the Temple of Wisdom, which is on the edge of the high plateau many miles north of here. Take the ferry to Funte."

You thank Thom for the suggestion and then enjoy a big supper in front of the tavern fire.



TO CHECK MAP, SEE NEXT PAGE.



The road north leads across mountain ranges, through a forest, and around a high peak which, according to your map, is called Mount Rookan. Your journey is tedious and difficult. You stop frequently to rest. Then the terrain changes to desert, and your progress slows down even more.

When at last you come upon an oasis, you can hardly believe your eyes. A group of nomads resting there hail you as you approach.



After many days of rough travel, you reach Nemba.

If you've been to Nemba before, turn to page 119. If not, read on . . .

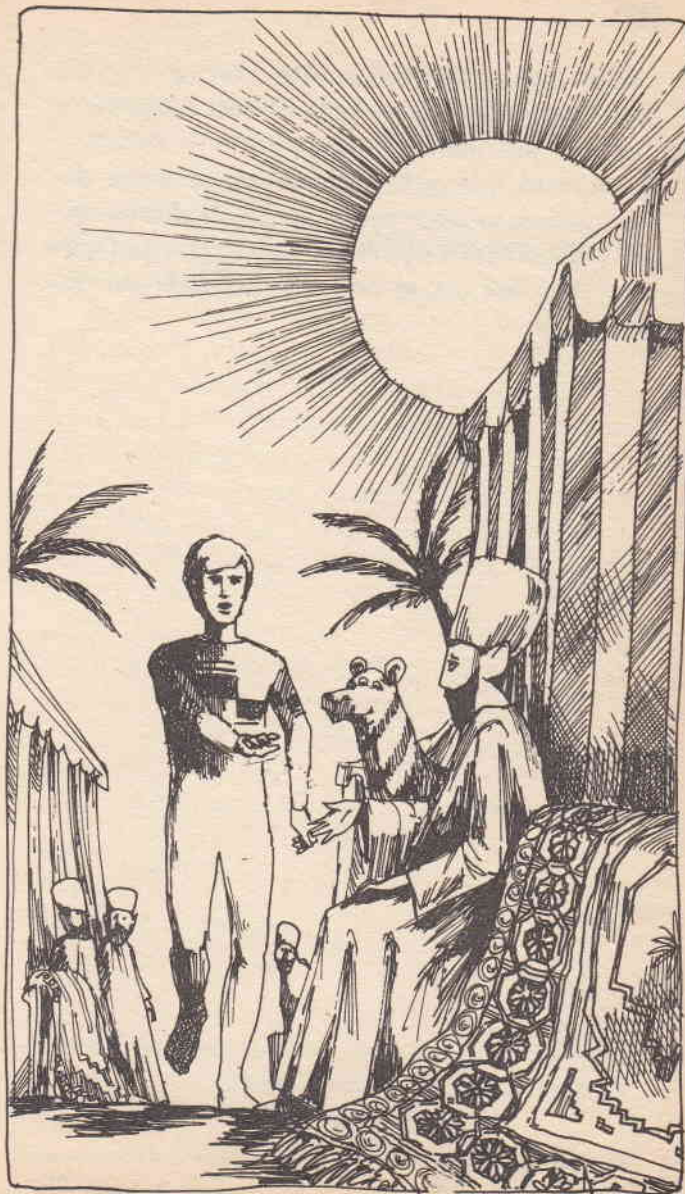
You start out down one of the dusty avenues lined on both sides with single-story mud-brick houses. You come to the market, the one spot of color in Nemba. At one brightly decorated stall after another, you ask if anyone has heard of the galactic patrol station. Most of the merchants shake their heads and turn away, but one of them points to a man selling brightly colored rugs nearby. You go over and introduce yourself.

"I am Fassan Malibar," the rug seller says. "Do you wish to buy a carpet?"

"They're beautiful," you say. "But actually I wanted to ask you about the galactic patrol station."

Fassan looks momentarily stunned. Then he drags you behind his stall.

"My miserable lips must have slipped somewhere in my travels," he whispers. "The Maglan pirates would torture me to find out the location of the patrol station. Alas! I would gladly tell them if I knew—but I don't."



Turn to page 40.

You look around the Bhama market for Alric, the undercover agent for the galactic patrol. Maybe he has some new information for you.

Cautiously you go through the narrow streets, doing your best to watch out for trouble. Suddenly, several Maglan pirates step out of the shadows and grab you. They take you to their base and lock you in a dark room.

Turn to page 85.

You head south toward Gyor. After walking for some time, you notice a path up ahead, going off into the woods. Should you follow it?



TO CHECK MAP, SEE PAGE 9.

If you follow the path, turn to page 2.

*If you continue along the road to Gyor,
turn to page 41.*

As you walk east, the road enters a forest. It's eerily quiet. You begin to feel as if someone or something is watching you. But you keep going. You hike all day. In the evening you climb up into one of the trees to rest, sitting on a wide branch with your back against the trunk. You doze fitfully, afraid to go into a deep sleep.

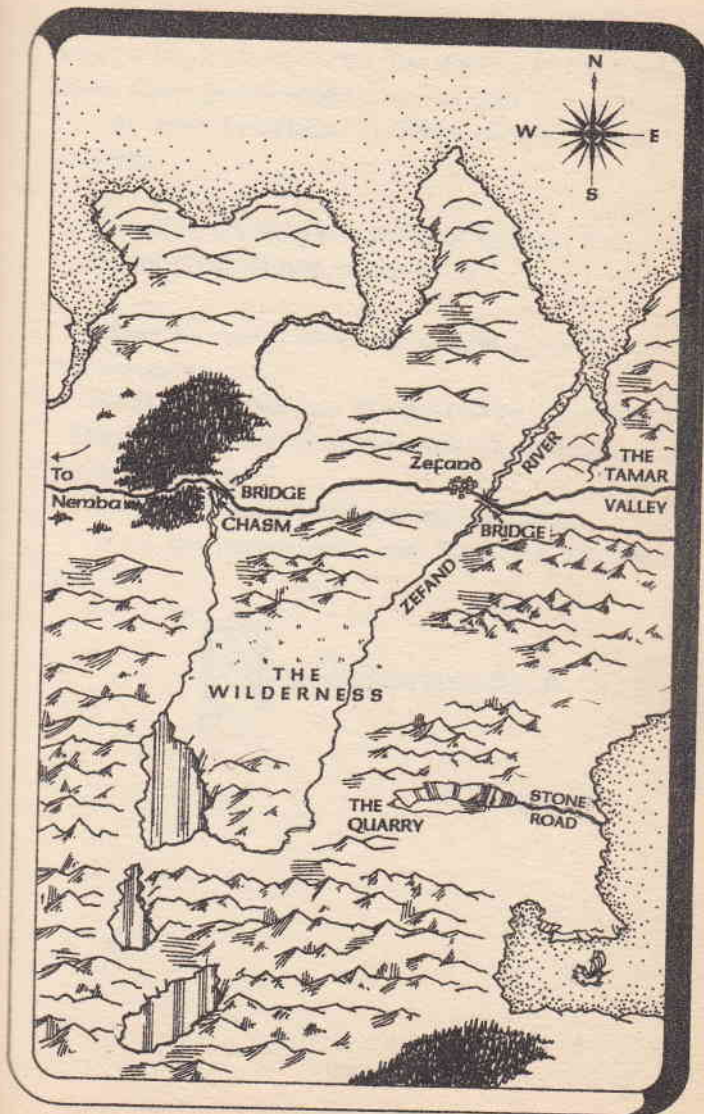
The next day you move through the forest as quickly as you can. Finally, you reach a stone bridge that arches over a deep chasm. Water roars through the gorge far below. You stop to rest. Then you notice a stairway cut in the rock, going down to a wide ledge that runs beside the roaring river. The sound of the water is appealing, but the stairway might be slippery. And it's a long drop to the ledge below!



TO CHECK MAP, SEE NEXT PAGE.

If you go down the stairway, turn to page 70.

*If you keep walking east,
turn to page 120.*



After several days of sailing, you reach the harbor outside the walls of Malar. You attempt to enter the town, but a guard stops you at the gate.

"You cannot enter the city of Malar without a pass," he says.

If you've tried to enter Malar before, turn to page 62. If not, read on . . .

"Have you heard about the galactic patrol?" you ask the guard.

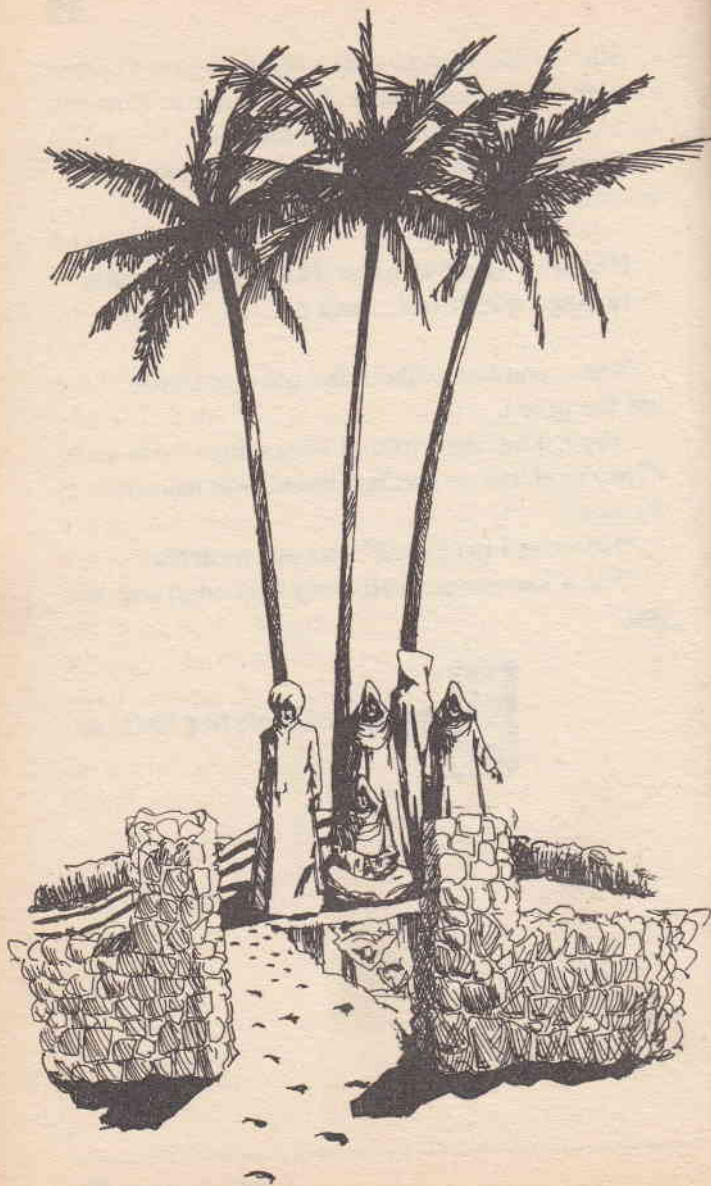
"Well, I've seen lots of spaceships," he says. "They're all out on the Tazi Islands—in the ocean to the east."

"How can I get there?" you ask excitedly.

"For a few pango seeds, any fisherman will take you."



TO CHECK MAP, SEE PAGE 63.



You're halfway down the trail leading north when you see a caravan in the distance ahead traveling slowly northward across the desert. Hours later, when you reach the base of the mountain, you can no longer see the caravan itself, but you see its tracks in the sand. You set off after it. Soon the sun sets, and you find that you can follow the tracks of the caravan by starlight alone. The night air is cool, so you keep walking to stay warm.

You walk all night. Then, by the first rays of the morning light, you see an oasis up ahead. The sun shoots up over the horizon. It's blazing overhead by the time you reach the oasis. A low rock wall encloses a large area of green, complete with palm trees and a pool of clear water in the center. Off to one side are a number of orange-and-black-striped humpbacked animals. Each creature has three eyes. A group of nomads stands in a grove of trees by the pool. Each one is almost completely covered by a long, hooded white robe. The hoods have only narrow eye slits. In the dark shadow of those slits, their eyes glow dull red as if they had hidden fires behind them—and they are all staring at you!

"Do you know *anything* about it?" you ask. "I have nothing to do with the pirates. I'm just trying to get home."

"All I know is that it's somewhere on Kabran in the center of a valley," Fassan says. "Now go—and tell no one that you've talked to me."

You walk to the edge of town. Checking your computer, you see that there's a wide valley to the south. Moora Valley lies far to the west; you can't tell how far from your map, but it might be worth visiting. Before heading either south or west, though, you stop a passerby and ask if she knows of any other valleys within walking distance.

"Yes," she answers. "There's the Tamar Valley, which lies east."



TO CHECK MAP, SEE PAGE 21.

*If you go south, toward the wide valley,
turn to page 75.*

*If you go east, toward the Tamar Valley,
turn to page 34.*

*If you go west, toward Moora Valley,
turn to page 105.*

You follow the road south, walking all day and into the night. A faint glow from the stars makes it possible to walk without any trouble.

As dawn is breaking, the road starts to climb. At last you reach the top of a steep hill and see Gyor far below you.

Entering Gyor from the north, you find yourself in a good-sized port town with neat, well-kept buildings. Green-skinned hominids, all wearing clothing brocaded in green, blue, and gold, crowd the streets. Though you question several of them, no one has heard of the galactic patrol station.

Turn to page 45.

You travel over barren and snow-covered country until you reach the northwestern coast of Kabran. A huge glacier glints nearby in the cold arctic sun. Close to the coast you see a string of icebergs. You sit down to figure out what to do—and before you know it, the land under you has broken away from the main landmass. You're floating out to sea on a gently bobbing ice floe! Your only hope is to sight land before the ice floe starts to melt and break up.

Luck is with you. As your ice floe grows smaller, it edges toward the tip of a narrow inlet. You leap ashore and hike inland until you reach the top of a high hill. There you find a signpost pointing in four directions.

Turn to page 129.

You thank the guard and go back down to the docks. There you find a boat that will take you to the Tazi Islands. After half a day at sea, you reach one of the islands. The fisherman who brought you agrees to wait on the shore while you go inland to explore.

When you glance back at the fisherman way off in the distance, he frantically waves his arms, beckoning to you to return to the boat. Perhaps he knows something about the island that you don't.

If you stay on the island to look for the galactic patrol station, turn to page 117.

If you return to Malar with the frightened fisherman, turn to page 62.

Numerous ships leave daily from the large port. Deciding to take one, you study the fare schedule and see that you have enough pango seeds to take any route you want:

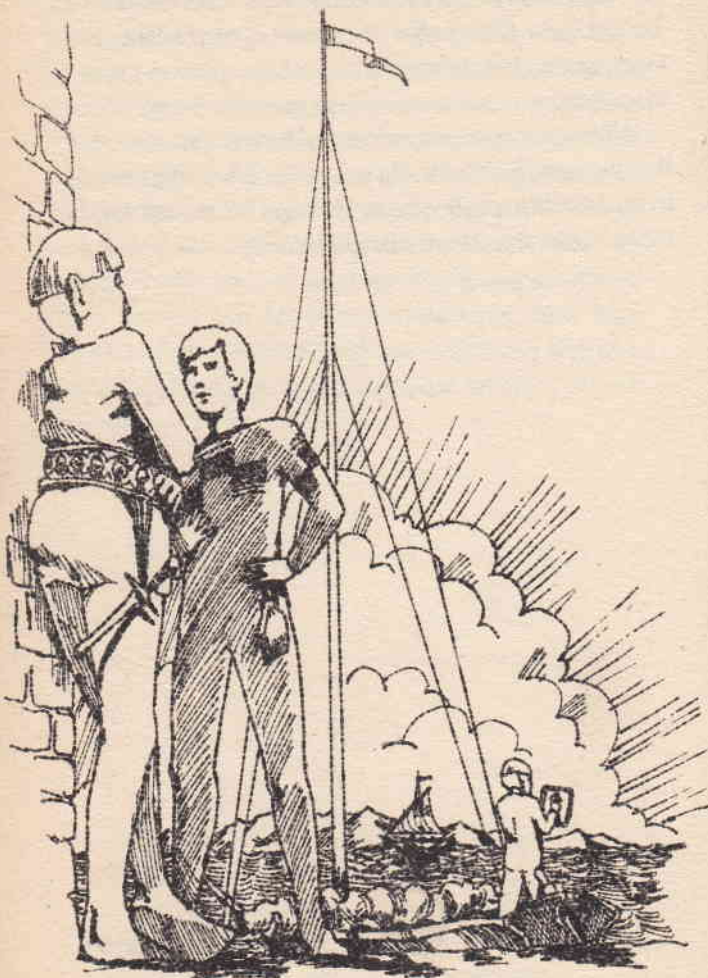
Fare Schedule

To Zekko, south Kabran 5 pango seeds
 To Nith, west coast of Kabran . . .10 pango seeds
 To Malar, east coast of Kabran . . .20 pango seeds

Today Only! Ferry to East Gyor, 1 pango seed



TO CHECK MAP, SEE PAGE 17.



If you sail . . .

to Zekko, turn to page 26;

to Nith, turn to page 60;

to Malar, turn to page 37;

to East Gyor, turn to page 16.

After another full day of traveling, the desert landscape changes to one of scrub forest, with cactuslike plants giving way to small, widely spaced trees.

As your route passes the edges of a thick forest of leafy fanar trees, you stop to camp for the night. When you wake up the next morning, your three-eyed beast is gone. Searching the area, you find a trail that leads northwest through the forest. It looks inviting, and you wonder whether your beast has wandered into the cool depths of the forest.



TO CHECK MAP, SEE PAGE 21.

*If you continue on to Nemba on foot,
turn to page 30.*

*If you take the trail into the fanar forest,
turn to page 87.*

You stumble through the rain forest as fast as you can. Finally, you come out onto a wide beach along a broad body of water. Malar Bay! You walk along the beach and find a small dilapidated boat with a tattered sail. It looks as if the boat was abandoned weeks ago. You rest there for a day, waiting to see if anyone comes back for the boat. No one does. The next day, with a strong breeze blowing offshore, you repair the sail as much as you can and sail out across the bay.

The boat turns out to be not very seaworthy, and you have to bail often to keep it afloat. Luckily, a light rainstorm provides you with drinking water—almost more than you want.

Turn to page 37.

You find your way out of Bhama and follow the road going east. After about a mile, you reach a small bridge over a stream. You see a reflection in the water.

"I had to make sure you weren't followed," Alric says as he comes out from under the bridge. "But we'd better get about our business. This road is well traveled with various rascals, the least of which are the pirates. First, I've heard of you and I know you've been asking around about the galactic patrol station—why?"

You quickly give him a summary of your adventures on the planet Tenopia and explain that you want only to escape back to Earth.

"I'm an undercover agent of the galactic patrol," Alric says. "But, alas, I don't know exactly where the patrol station is myself. Agents are not permitted to know in case we are captured and tortured by the pirates."

"Don't you know anything about it?" you ask.

"I think there is an old starship at the station. It *might* be able to get through to Earth—if the pirates don't shoot it down first."

"Can't the patrol fight back?" you ask.

"We're vastly outnumbered by the pirates here in Star System Tenopia," Alric says. "There *is* a galactic-class starship hidden somewhere on another planet of the orange sun, but I don't know where that is either. I do know that we need to get a ship to Earth to bring back reinforcements for the patrol."

"Can you help *me*?" you ask.

"A bit—I think," Alric says. "That's why I gave you the note. In case of extreme emergency, I can contact either someone in Malar named Kogan or someone in Funte called Tormar. A few miles northeast of here is a small bay, where you should be able to get a boat going to either one."



TO CHECK MAP, SEE PAGE 109.

The bird carrying you lands near the quarry, and the hominids untie you. They force you to join the many other captives in hauling large blocks of stone along a road to the sea.

If you've been imprisoned in the quarry before, turn to page 69. If not, read on . . .

You learn from a fellow prisoner that the stone blocks will be loaded onto ships that trade at various ports along the coast of Kabran. It takes you a few weeks to find out the route that each ship takes. Carefully, you form a plan to stow away on one of the ships. Then one night while the guards are sleeping, you steal down to where the ships are moored.

If you stow away on a ship . . .

to Zekko, in south Kabran, turn to page 26;

*to Nith, on the west coast of Kabran,
turn to page 60;*

*to Malar, on the east coast of Kabran,
turn to page 37.*



You have a good night's sleep at Thom's Tavern in Zekko. The next morning, you take the ferry to Funte, a small fishing village. At the edge of the village you come to a crossroad where the main road east meets a side road leading north.

Wondering where to go next, you check your computer. As Thom told you, the Temple of Wisdom lies north. But so does the Kurum Desert, which doesn't look very inviting.



TO CHECK MAP, SEE PAGE 27.

*If you go east along the main road,
turn to page 14.*

If you take the side road north, turn to page 96.

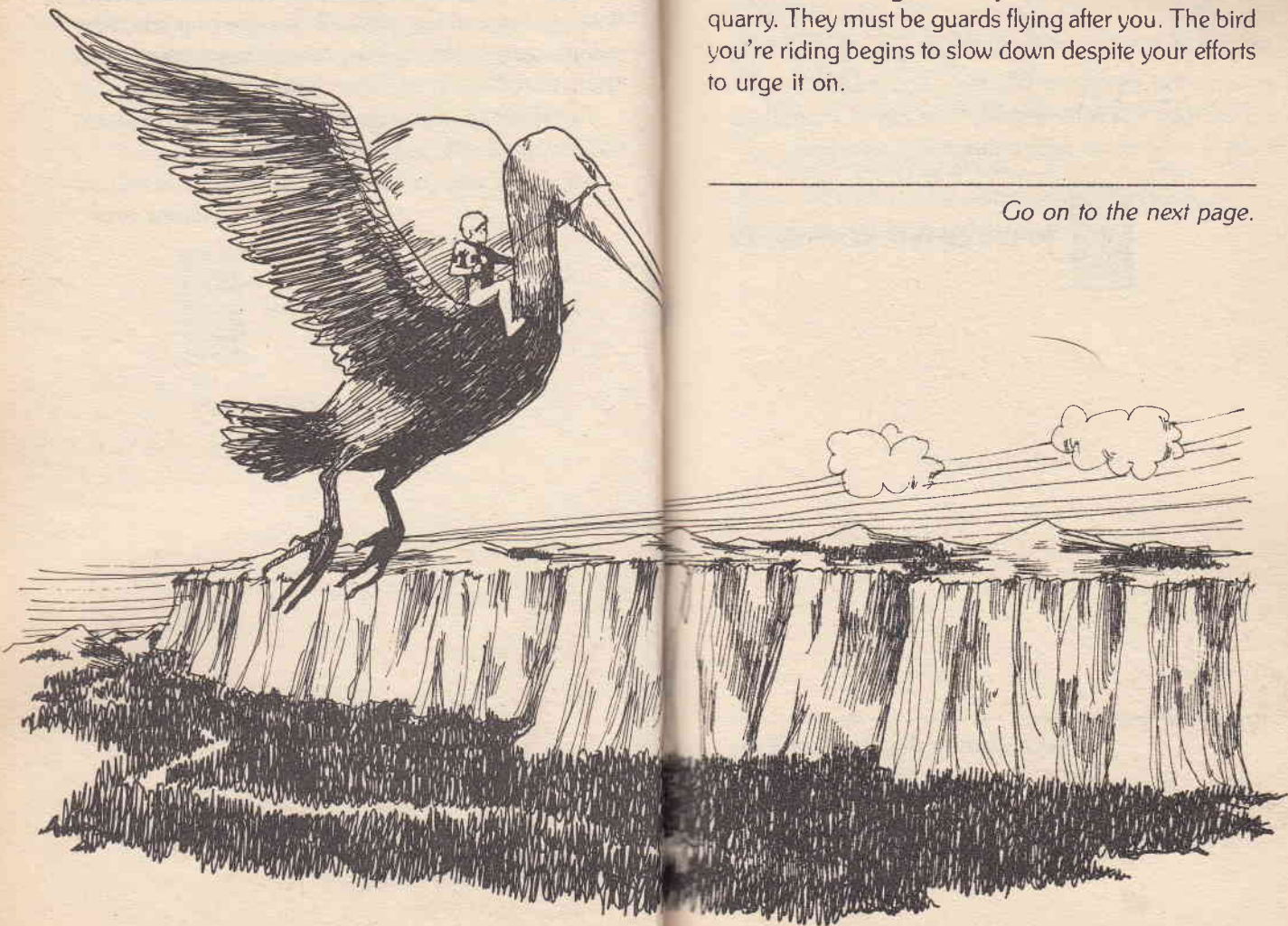
You finally arrive at Gaza, a small fishing village on the cold northeast coast. It doesn't take you long to find out that no one in Gaza has even heard of the galactic patrol. You do learn that there's a fishing boat ready to sail south to Malar. You decide to take it.

The ship sails along the coast, where you see high cliffs covered with thousands of birds.

Turn to page 37.

As you fly south, you look back and see several black dots bobbing in the sky from the direction of the quarry. They must be guards flying after you. The bird you're riding begins to slow down despite your efforts to urge it on.

Go on to the next page.



A plateau stretches out before you. Deciding to land, you guide the bird down to the northern tip. Checking your computer map, you see that the Castle of Enor is directly south. To the west, a short hike away, is the Temple of Wisdom. You could also pick up the road that runs east from the castle, though the map doesn't show where that might take you.



TO CHECK MAP, SEE PAGE 27.

*If you head for the Castle of Enor,
turn to page 81.*

*If you follow the road to the Temple of Wisdom,
turn to page 76.*

*If you take the road east,
turn to page 108.*

You turn to see a friendly-looking young female creature. Only her intense yellow eyes and strangely elongated face show that she isn't a human. You introduce yourself and learn that her name is Elil and that she lives here in the forest of Vaar.

"I'm looking for the galactic patrol station," you say.

"I wish I could help you," Elil says, "but I don't know much about the world outside the forest. I can offer you some rest and food, though."

Turn to page 67.

You don't get a chance to protest. The soldiers tie you up and gag you, dumping you like a sack of potatoes over the back of one of their beasts. They take you to the castle, where you are carried down to the dungeons deep under the ground. At last they untie you and toss you into a large dark cell.

If you've been to the Castle of Enor before, turn to page 113. If not, read on . . .

In the dim light, you can see several other creatures in the cell with you. One is a squat hominid with a tiny head. The other two are more like lizards than humans.

For a long time, the other prisoners stare at you, then they go into a huddle on the other side of the cell. The hominid just seems to grunt while the other two creatures chatter excitedly in high-pitched voices. Then one of the lizard creatures comes over to you.

"We've decided to trust you," it says in the galactic language. "We're breaking out of here tonight. We've found a narrow tunnel behind one of the loose stones in the back wall over there. You can go with us if you want."



After many days of travel, you reach Nith, a small seaport with a busy harbor.

If you've been to Nith before, turn to page 126. If not, read on . . .

A number of ships are unloading large blocks of stone at the waterfront. The stone is carried uphill, where you can see a large fortress being built. It is only half completed.

You go into a waterfront tavern and ask about the galactic patrol station. No one seems to know anything about it.

Then an aged man hobbles over to you with a suggestion. "Go ask that crazy scientist up on Mount Ornos. She thinks she knows everything," he says with a chuckle.

It's hard to know if there's any merit to what the old man said, but you ask about Mount Ornos, anyway. The tavernkeeper tells you that on a very clear day in Nith, you can just see its peak.

Go on to the next page.

Checking your computer, you see that Mount Ornos lies to the east. The nearest town on the map is Tagha, to the northeast.



TO CHECK MAP, SEE PAGE 99.

If you go toward Mount Ornos, turn to page 95.

*If you head northeast toward Tagha,
turn to page 117.*

You tell the guard at Malar Harbor how important it is for you to find the galactic patrol. But your pleas are of no avail. He still won't let you into the city without a pass. He advises you to take a boat south to Zekko.

"If you have thirty pango seeds, you could also sail all the way around the continent to Nith," he adds. "Or you could earn your passage as a deckhand."

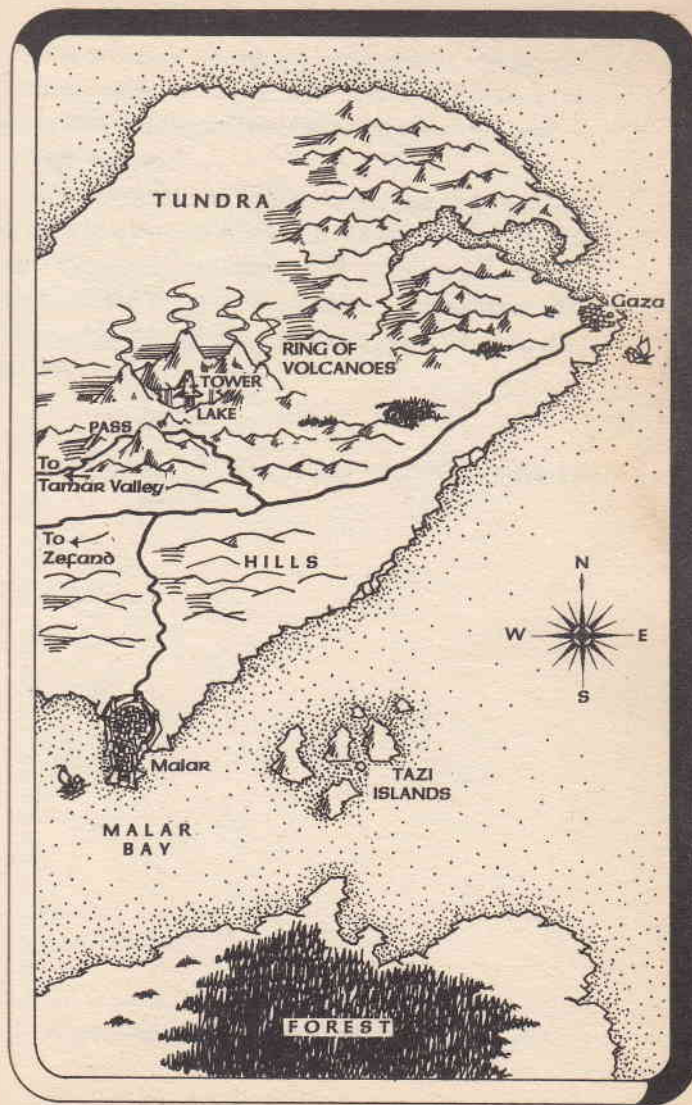
You don't have that many pango seeds, but you could work your way to Nith.



TO CHECK MAP, SEE NEXT PAGE.

*If you find a boat to take you to Zekko,
turn to page 26.*

*If you sign on for a trip to Nith,
turn to page 60.*



You head east around the lake, sleeping by day in the small caves along the rocky shore. When night comes, you crawl out and continue on your way. Soon the road leaves the lake and goes due east over a high plateau.

When you come to the very edge of the plateau, you look down on a vast forest that stretches as far as you can see. The road itself turns south and runs close to the edge of the plateau. A trail leads down along the face of the awesome cliff to the forest far below.



TO CHECK MAP, SEE PAGE 109.

If you follow the road south, turn to page 105.

If you follow the trail down the face of the cliff, turn to page 88.



She leads you up five flights of stairs to a spacious room. A round window looks out on the forest. Elil brings you several kinds of fruit, all of which are new to you but taste delicious.

The next day Elil gives you a sack of fruits and nuts to take with you. You thank her and head east into the forest. There are no real roads, but you find a trail that runs north and south. Your map shows that the road north leads toward open land that should make for easy travel. The road south, you see, goes through heavy scrub all the way to the distant city of Bhama.



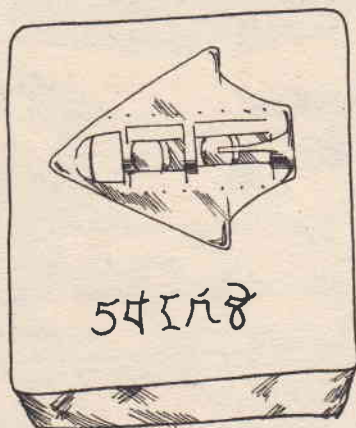
TO CHECK MAP, SEE PAGE 109.

If you go north for easy travel, turn to page 105.

If you go south, toward Bhama, turn to page 14.

The road to Malar leads through the hills to the south. Sunset finds you at a lonely stone hut. It has no windows, only a heavy door. You go inside to escape the freezing wind and spend the night on the cold dirt floor, the wind howling continuously outside.

In the morning, you look outside. The orange sun of Tenopia has risen and is adding some warmth to the morning. The wind has vanished with the night. In the daylight you notice large stone slabs stacked up against the side of the hut, each with words carved on it. In addition, one of them has a design that *could* be a picture of a spaceship. Under it is written a word in runes:



Turn to page 78.

Fortunately, the quarry guards don't recognize you from before. They put you to work loading the blocks of stone onto the ships that transport the stones to the coastal ports.

The riding birds used by the hominids are tied near your work area but aren't guarded. At the first opportunity, you break away from the work crew, dash over to one of the birds, and untie it. You jump on its neck and pull up on the reins. The bird takes off into the sky.

Controlling the bird is easy. If you pull up on the reins, the bird flies up. If you lean forward, the bird goes down. If you lean to the right or to the left, the bird goes in the direction you lean.



TO CHECK MAP, SEE PAGE 35.

If you fly . . .

North, turn to page 115;

South, turn to page 55;

East, turn to page 101;

West, turn to page 103.

The ledge at the bottom of the stairway leads south along the river for miles. Then it ends abruptly. You stand on an outcropping of rock wondering what to do. Just then several large birds alight near you. You notice—too late—that the birds carry hominid riders. The riders jump off and quickly overpower you.



The hominids tie you up and toss you on the back of one of the birds. The bird flies for hours, then it begins to swoop down. Far below you see a huge quarry cut in the ground.

Turn to page 50.

You walk north all day, following the river. At night you sleep by the river. The next morning you continue your march, crossing a swaying rope bridge. At noon you enter a wide, green valley. The river meanders through large, fertile fields, dotted here and there with farmhouses.

Another two days of hiking brings you to the source of the river, a spectacular waterfall dropping hundreds of feet from a high cliff. A trail leading up the side of the cliff goes to the top of the waterfall.



TO CHECK MAP, SEE PAGE 17.

If you climb the trail to the top of the waterfall, turn to page 91.

If you keep going north, turn to page 30.

You thank Alric and head for the bay. You are soon there. A number of small fishing boats are pulled up along the shore. It doesn't take long to find one that will take you to Funte.

Funte, a small fishing village, is the terminal for the ferry from Zekko. It has a lively market full of fresh fruits and fish. You buy a piece of fruit and ask if anyone knows someone named Tormar.

"Tormar is our mayor," one of the villagers says.

"Your mayor!" you exclaim. "Where can I find him?"

"That's easy enough," the villager answers. "His office is in that small building down by the ferry slip."

It doesn't take you long to find Tormar himself, a round jolly creature who looks a bit like a giant beach ball.

"Galactic station?" he says in answer to your question. "Never heard of it."

"But I have to—I was told—" you start.

Tormar gently ushers you out of his office. As he does, he slips a small piece of paper into your hand.

"Take care of yourself," he says, waddling down to the newly arrived ferry to greet the passengers.

You look at the note. It has only one word in runes:

54 I n 8

Go on to the next page.

You wonder what it can mean. You're not even sure that Tormar is connected with the galactic patrol. He may have slipped you the note just to get rid of you.

You check your map and try to decide where to go next. Boarding the ferry to Zekko would put you in Tormar's path again. A better choice would be to take one of the two roads that lead away from the edge of town.



TO CHECK MAP, SEE PAGE 27.

*If you go north, toward the Kurum Desert,
turn to page 96.*

If you go east, back toward Bhama, turn to page 14.

The road winds through a wide valley. Some distance to the north you see smoke rising from several mountain peaks, a sure sign of active volcanoes.

As the road passes the mountains, it branches off to the south. You project a map on your computer and see that the southern road leads to Malar, a large walled city on Malar Bay. If you continue on your present route, you should reach a town called Gaza far to the northeast.



TO CHECK MAP, SEE PAGE 63.

*If you take the road toward Malar,
turn to page 68.*

*If you take the road toward Gaza,
turn to page 105.*

You hike south into the wide valley. High cliffs soar above you on both sides. Nothing seems to grow there, except some prickly plants. The tiny birds that live in this region eat the plants' fruit, so you try one. To your relief, it's edible—and not bad tasting.

You walk for days. Finally you catch up with a slow-moving caravan of large carts going south. When you're offered a ride in the back of one of the carts, you hop in gladly.

Eventually, the land becomes more fertile, and you can see broad, rolling green hills ahead. The caravan stops to load up with food and supplies at the farms there. You get off and walk until you hear a loud roaring sound. Soon you see a tremendous waterfall tumbling from a high cliff up ahead. A path cut into the side of the cliff leads to the top.



TO CHECK MAP, SEE PAGE 17.

If you climb up the cliff, turn to page 91.

*If you follow the river through the valley,
turn to page 121.*

As you hike along toward the Temple of Wisdom, you see groves of trees, all carefully cultivated. Broad fields of flowers—all the same color—run for several miles and then change to a different color.

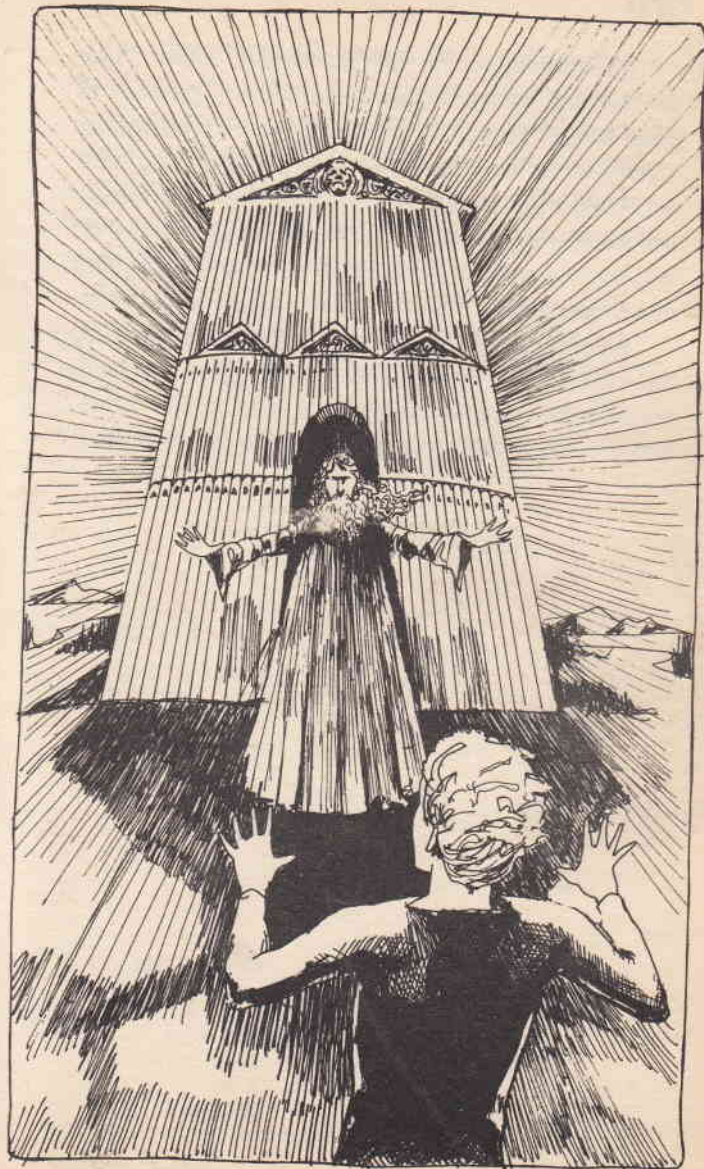
Then you see a large building far up ahead, sparkling and gleaming in the sunlight like a giant jewel.

If you've been to the Temple of Wisdom before, turn to page 11. If not, read on . . .

When you approach, music begins to chime through the metal tubes that make up the building. Then a tall, bearded figure in a brightly colored robe appears at the arched doorway and speaks to you. "Welcome to the Temple of Wisdom. Do you come seeking knowledge?"

"Well, sort of," you answer. "I'm trying to find the location of the galactic patrol station."

"Galactic patrol?" he repeats. "We can look it up. That is, if you will step into the temple."



Turn to page 86.

You start down the hillside toward Malar. After walking for several hours, you notice a number of large birds, circling high above. At first you ignore them, but as they get closer you see that they have riders on their backs. All at once, the birds swoop down and alight nearby. The hominid riders jump off and run toward you. They grab you, tie you up, and throw you across the back of one of the large birds.

The bird carrying you rises into the air, followed by the others. You fly for several hours, and the landscape below goes by in a blur. Then the bird slows, and you see a large quarry cut into the ground below.

The flat grasslands are wider than you thought they'd be. They finally end in steep cliffs that overlook a wide valley. You go around the nearest hill and head down into the valley. You hike through it until you come to a waterfall tumbling from a cliff high overhead. A path cut into the cliff leads to the top of the waterfall, and you decide to take it.



TO CHECK MAP, SEE PAGE 17.

You hike along for a few minutes, when up ahead you see a troop of soldiers mounted on black six-legged beasts charging toward you! As they get closer, you see that the soldiers are all wearing identical red-and-yellow uniforms. Long, silver swords hang at their sides. When they reach you, the soldiers dismount and draw their swords.

"Show me your pass," one of them demands.

"Pass?" you say. "I'm sorry. I'm just a stranger here . . . I'm looking for—"

"You're under arrest!" the soldier interrupts. "You'll have to come with us to the Castle of Enor."



At last you come to Dafnar, a town of small mud huts. It's the most depressing-looking place you've seen on Kabran.

If you've been to Dafnar before, turn to page 114. If not, read on . . .

You wander into the dreary-looking town square and ask some of the Dafnarians if they've heard of the galactic patrol. They give you nothing but blank stares.

But then one of the Dafnarians, dressed in rags like the others, gestures to you from the door of a mud hut. You go over and cautiously go inside. While your eyes adjust to the dim light, the Dafnarian pulls out a scroll from the corner of the hut and unrolls it on the floor. On the scroll is a crudely drawn picture of a starship. The Dafnarian seems unable to talk. He gestures toward the north and then toward the scroll.

"Should I walk north now?" you ask eagerly.

He shakes his head emphatically, flapping his arms like a bird's wings. Then he whistles. To your surprise, an enormous bird swoops down out of the sky and settles in front of the hut.

Go on to the next page.

The Dafnarian leads you out into the sunlight and gestures toward the bird, showing that he wants you to get onto its back.

You hastily check your map. Your best alternative to a ride on the giant bird seems to be a hike toward the port city of Gyor.



TO CHECK MAP, SEE PAGE 17.

If you take the ride on the bird, turn to page 103.

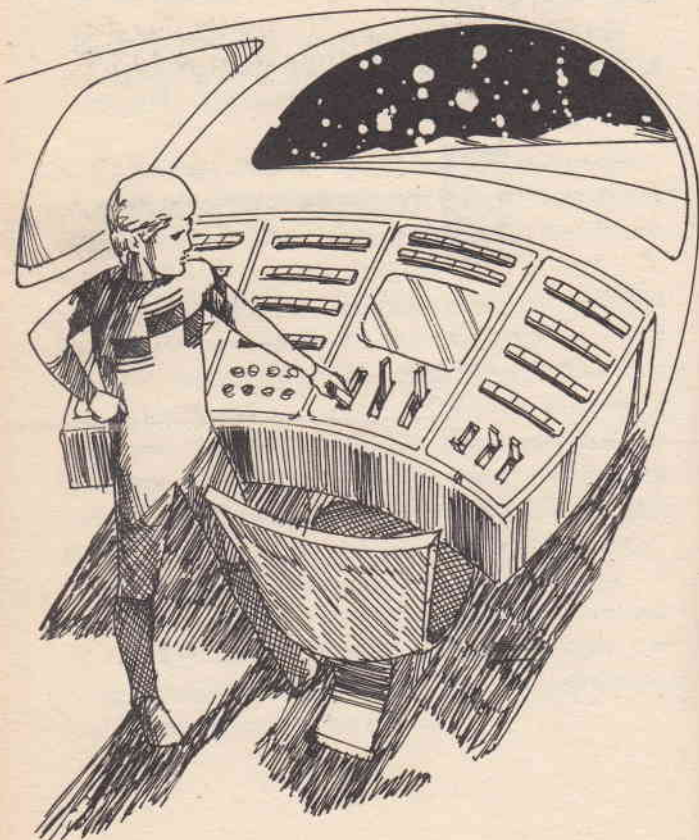
*If you walk south toward Gyor instead,
turn to page 41.*

When it grows quiet outside the dark room, you feel your way to the door.

If you've been captured by the Maglan space pirates before, turn to page 118. If not, read on . . .

Your fingers find and explore the inside of the lock. It has a series of buttons, and to pass the time you start pushing them. Soon you hear a click in the lock. You try the door. It opens! Before stepping outside you run your hand back over the buttons to memorize the combination you accidentally pressed down.

Cautiously, you creep down the corridor inside the pirate base and come to another door. You peek inside. It looks like a launching room for pirate spaceships—and there's a single empty ship inside! Quickly you climb aboard. You examine the control panel and decide that you could probably fly the ship. You try one lever after another. Suddenly the ship lurches forward with a loud whirring sound, hops into the air, and careens out through an automatic door.



You follow the robed figure into the building. Shelves and shelves of books fill the temple.

"Here it is!" he exclaims, holding open a book. "Let me quote: 'The galactic patrol was formed in the year 2128 to bring order and guidance to the many planets of the galaxy. It maintains bases, some large and some small, on each of the star systems in the galaxy.'"

He puts down the book and smiles.

"That's all it says?" you ask. "It doesn't say where their base is on Kabran?"

"That is all it says in *this* book. I have thousands and thousands of books to search through. I will try, if you will wait for a few months—"

"A few months!" you exclaim. "Thanks, anyway. I don't think I can wait that long to continue my search." You check your map: the road goes toward the Castle of Enor in one direction and, in the other, to the stairway that leads down the edge of the plateau.



TO CHECK MAP, SEE PAGE 27.

*If you decide to head south, toward the stairway,
turn to page 107.*

*If you go toward the Castle of Enor,
turn to page 81.*

The road winds delightfully through the forest. The air is refreshingly cool, and there are many roadside springs. Finally, you reach the village of Bel, a collection of large log cabins, inhabited by ten-foot-tall hominids.

The people of Bel are very hospitable and invite you into their homes. They're not sure where the galactic patrol station is, but they're convinced that it's somewhere nearby. A few of the villagers think it's in the Moora Valley, but others that you ask believe it's in the south. You're ready to start on your way again, but you still haven't discovered which way to go to get to the patrol station.



TO CHECK MAP, SEE PAGE 21.

*If you take the northwestern trail toward the
Moora Valley, turn to page 111.*

If you head toward Nemba, turn to page 30.

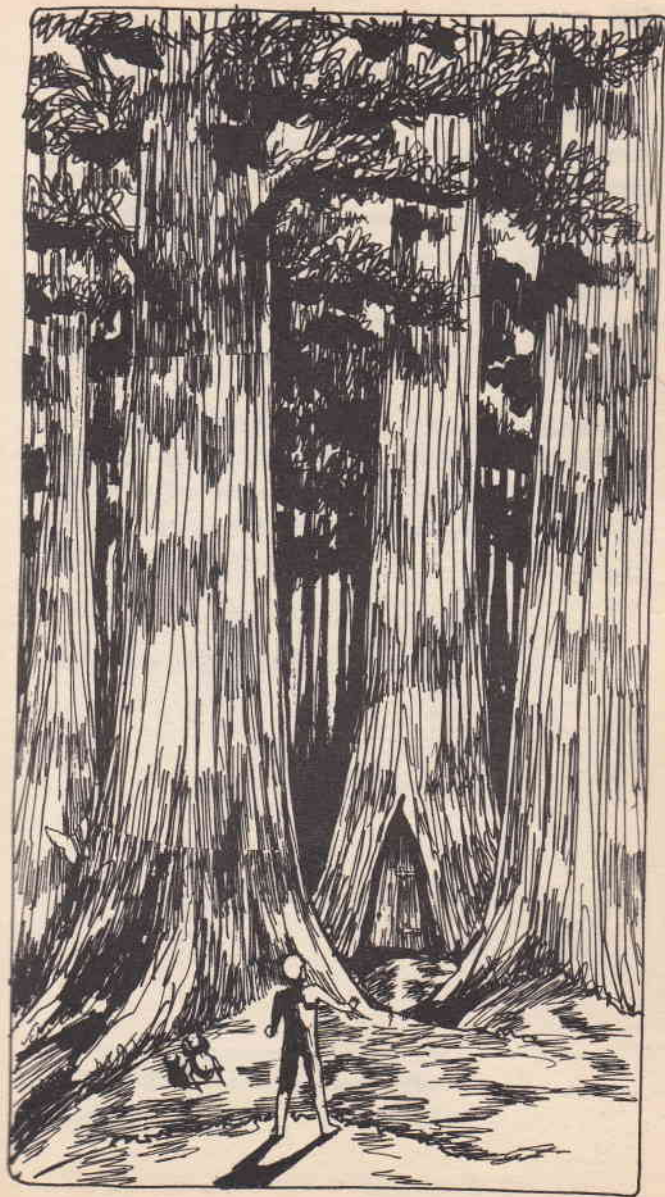
You climb down the cliff path, each step sending rocks tumbling before you. When you're opposite the tops of the trees, you see how enormous they are. They're easily two hundred feet high, with trunks fifty feet in diameter, and leaves a good six feet wide.

**If you've been to the forest of Vaar before,
turn to page 93. If not, read on . . .**

When you reach the ground and start into the forest, you notice a large door at the bottom of one of the trees. You go over and look in. The walls inside have been carved out of the living tree.

"Hello!" you call out. "Anybody home?"

Your voice echoes deep within the tree. Cautiously, you go inside. Then a soft voice behind you asks, "Can I help you?"



For hours, you struggle to control your direction. But before you can master the ship, it crashes into the trees many miles from the Maglan pirate base. You plow along the ground for a few hundred feet, then come to a jarring stop—upside down! Cautiously you crawl out of the control room and along the ceiling of the corridor.

In the crash, an outer door has sprung open. You climb out of the ship, dropping the few feet to the ground.

Looking around, you can just make out the face of a high plateau in the far distance to the west. You check your computer map and decide that you are probably somewhere between Bhama and the high plateau.



TO CHECK MAP, SEE PAGE 109.

*If you go toward the high plateau,
turn to page 81.*

If you go toward Bhama, turn to page 24.

The trail is steep, and harder to climb than you had expected. At certain points you have to work your way carefully from one narrow ledge to another. At times, the trail comes so close to the waterfall that you're drenched with spray.

You're exhausted when you reach the top, but you can't say that the climb wasn't worth the effort. A beautiful crystal lake is right in front of you. You rest on the shore for a while, then take a swim in the clear water.

You spend the night by the lake. In the morning you project a map on your computer and think about where to go next. You could climb back down the path and follow the river south. Or you could strike out to the west, toward the town of Dafnar.



TO CHECK MAP, SEE PAGE 17.

If you follow the river south, turn to page 121.

If you head west toward Dafnar, turn to page 82.

The road turns to the left and starts rising into the mountains. Up ahead you see an unmistakable ring of volcanoes, each sending a plume of dark smoke into the sky. You could turn back, but on the other hand, this just might be where the galactic patrol has its station.

Reaching a high pass, you look down and see a blood-red lake far below you. In the center of the lake is an island with a tall tower of black stone. The road curves away from the lake. Something about this landscape makes you shiver—and it's not from the cold.



TO CHECK MAP, SEE PAGE 63.

*If you hike down the mountain toward the red lake,
turn to page 117.*

If you stay on the path, turn to page 53.

You reach the bottom of the cliff and once again enter the forest of Vaar. You go directly to Elil's tree. When you call in at her door, she appears almost at once and is very glad to see you again. You have another delicious meal of fruit and get a good night's sleep. The next day you thank Elil again and are off through the forest.

You take the trail north. When the forest ends, you continue walking over the plains north of the high plateau. You circle around the plateau until you enter a rain forest.

Turn to page 112.

You walk through a scrub forest for days, then across a stretch of desert with high sand dunes. Finally you make the climb to the top of Mount Ornos. There, on the side of the mountain, just below the summit, is the dome of an astronomical observatory. Your heart pounds with excitement. The scientist surely must know where the patrol station is!

At your knock, a woman appears at the door.

"Come in!" she exclaims. "My name is Sorn Vatt. It's good to see another human."



You hike through mountain paths for days. Then you come to a wide, steaming depression filled with sand. The Kurum Desert! Keeping to the path, you skirt the desert, traveling at night when it's cool.

The path you've been following ends at the base of a high plateau that towers over you to the east. You look around, searching for the stairway to the top indicated on your map. You've just about decided you'll have to turn back, when you find the narrow stairway cut into the cliffs.

After you reach the top of the plateau, you head north until the road you are on branches in two. Checking your computer map, you see that one way leads to the Temple of Wisdom, the other to the Castle of Enor.



TO CHECK MAP, SEE PAGE 27.

*If you go toward the Temple of Wisdom,
turn to page 76.*

*If you go toward the Castle of Enor,
turn to page 81.*

You climb back down Mount Ornos the way you came. It's already dark but there's enough light from the stars to see where you're going. You wonder if the space patrol really could be moving its station around. Or does Sorn Vatt just keep changing her mind about where it is? Up ahead, you see an area of enormous sand dunes stretching for miles toward the north. Way off to the left is the beginning of the scrub forest.

When you reach the bottom of the mountain, you project a map on your computer and see that you have two choices: to head back through the forest toward Nith, or to strike out across the sand dunes to the north.



TO CHECK MAP, SEE PAGE 99.

If you go toward Nith, turn to page 13.

If you go toward the sand dunes, turn to page 117.

Your days of traveling have made you weary, and you are glad to reach Tagha, a city of small, well-kept, flat-roofed houses. The wide streets are filled with caravans, all loaded with produce.

If you've been to Tagha before, turn to page 25. If not, read on . . .

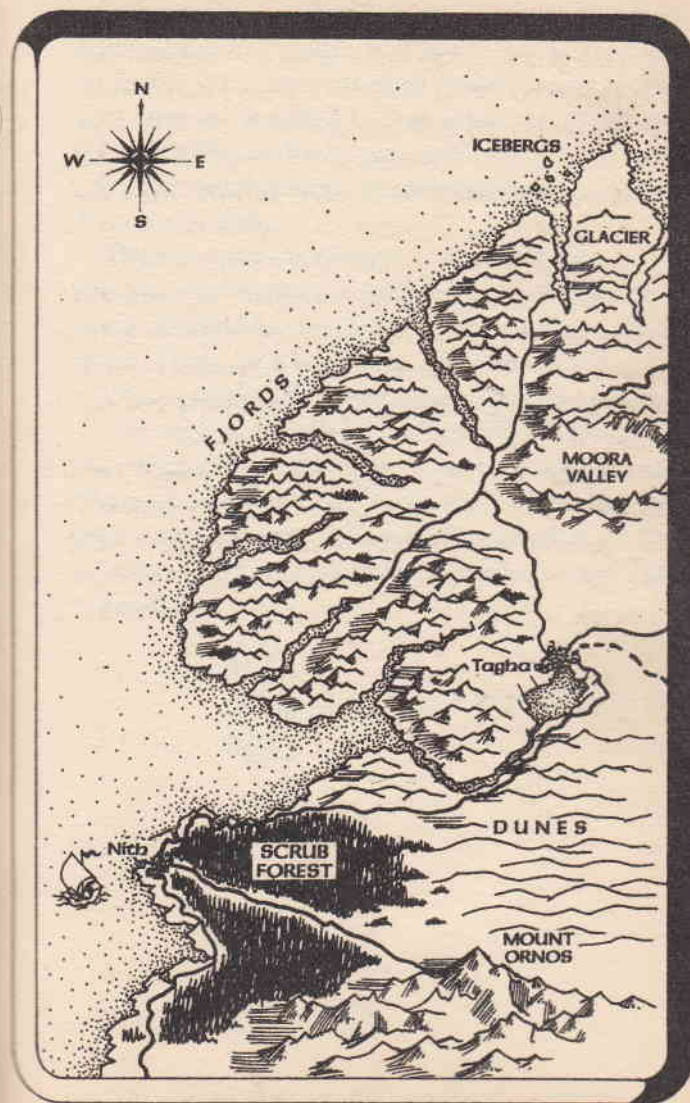
When you reach the central market, you ask about the galactic patrol station. Surprisingly, everyone seems to know of it. Unfortunately nobody knows exactly where it is. But they're all convinced that it's very close to Tagha.

You spend a few days exploring the area around the town, but you find no trace of the patrol station.

You decide to continue your search elsewhere for now. A group of nomads is looking for passengers; you pay a few pango seeds to join their caravan going to Nemba, far to the east.



TO CHECK MAP, SEE NEXT PAGE.



After an hour of flying over the ocean, the bird starts pulling to the right. It wants to turn around and fly back to the quarry. You look down, hoping to spot land, and see a walled city up ahead. Holding onto the bird with one hand, you project a map on your computer with the other. You see that the walled city is the town of Malar.

The bird senses your lack of balance. It does a sudden dive that sends you sailing off its back toward the ocean. Splash! As you hit the water, you hear a far-off shout. Then, for a long time, you know nothing.

When you regain consciousness, you find yourself on the deck of a small fishing boat. The kind fisherman who rescued you speaks a dialect foreign to you. The only word you catch is "Gaza." After checking your computer map, you resign yourself to a long journey to the northeastern tip of Kabran, where Gaza is located.



TO CHECK MAP, SEE PAGE 63.

You go inside and sit down in a room jammed with all sorts of scientific instruments. Sorn Vatt says that she was just about to eat and asks you to join her. She places a bowl of hot orange cereal on the table. "This is very good for your night vision," she informs you as she helps herself to a heaping portion and quickly devours her food. Luckily, she absentmindedly clears the table before you can touch the gooey gruel.

After the meal, she tells you that she, too, is from Earth, but came to Kabran to explore the stars in the Mylaean cluster. You ask her about the galactic patrol station.

"I know it is *somewhere* on Kabran," she says. "But they must keep moving it. For a while I thought it was way up north. Now it seems to be down south. I just wish they would leave it in one place. If you find it, will you let me know where it is now?"

"When I find it, I'm going straight back home to Earth," you say.

"I see," she says. "Well, I wish you all the best on your journey. Now, if you'll excuse me, I must get back to my telescope."

You thank Sorn Vatt and head back down the mountain, shaking your head.

Turn to page 97.

You fly for hours over mountain ranges and large lakes, but you don't see anything that looks like a galactic patrol station. The bird seems to be getting tired. It flies closer and closer to the ground, even though you try to make it gain altitude. Finally the bird sinks to the ground in a broad, sandy valley and refuses to move.

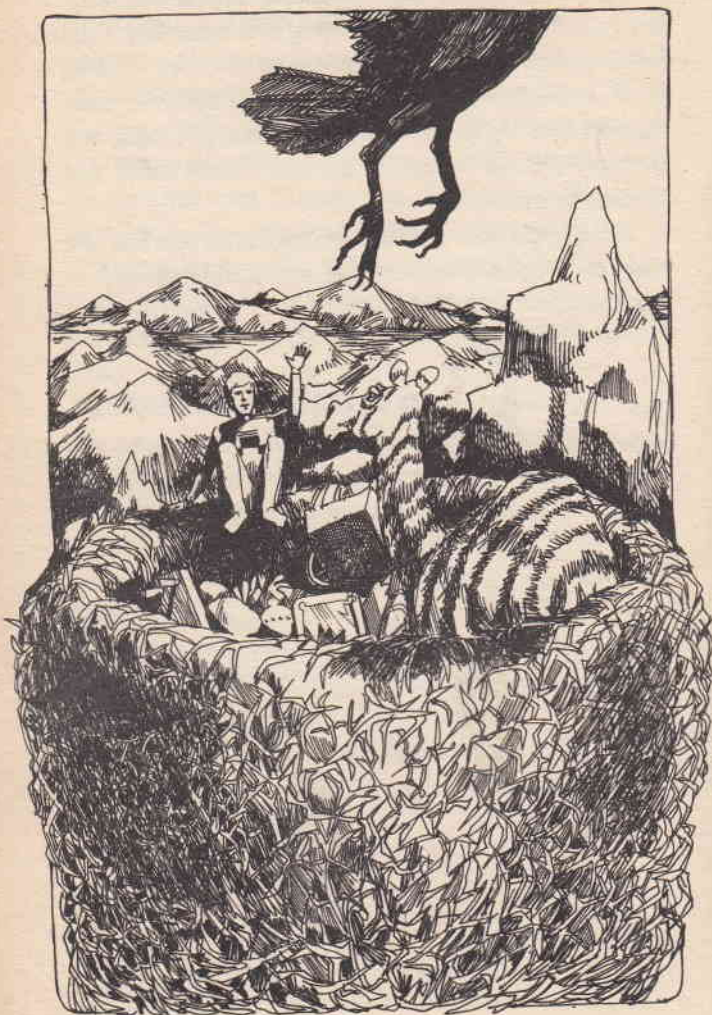
You check your computer map and see that the town of Nemba is to the north, and a wide valley is to the south.



TO CHECK MAP, SEE PAGE 21.

If you go north toward Nemba, turn to page 30.

*If you head south toward the wide valley,
turn to page 75.*



A dark shadow passes overhead as you walk along. You look up just in time to see a huge bird diving at you. You try to jump out of the way, but it's too late! The bird grabs you in its beak and flies back up into the air.

You fly high over mountains and rivers. Hours later, the bird glides down toward a mountaintop. It lands in a bird's nest the size of a small house. With a jolt, the bird puts you down, then flies away.

**If you've been to Mount Rookan before,
turn to page 128. If not, read on . . .**

Looking around, you see that the bird collects things in its nest as a crow would. The nest is filled with hominid possessions—carts, mirrors, sacks of nuts and rotting fruits, even a mean-looking hump-backed beast. Nibbling from a bag of nuts, you think about what to do next.

Your computer map shows that you are at the summit of Mount Rookan. Two trails lead down the mountainside—one to a broad desert to the north, the other to a dense forest to the south.



TO CHECK MAP, SEE PAGE 21.

*If you take the trail north, toward the desert,
turn to page 39.*

*If you take the trail south, toward the forest,
turn to page 82.*

You travel south along the edge of the plateau for hours. At last the path ends at the stairway leading down toward the grasslands below. After a long, careful trek down the stairs, you sit down in the open grass and check your computer map to decide where to go next. The orange sun of Tenopia feels very hot as it beats down on your head, and you're glad for the refreshing breezes that blow across the grass.

You seem to have three routes to choose from: to head west, where the grasslands continue for miles; to go north, where there's a rain forest; or to go south, around the Kurum Desert. In this hot sun, the idea of the desert isn't very inviting. The breezy grasslands and the cool, wet forest seem like much better ideas.



TO CHECK MAP, SEE PAGE 27.

*If you go west through the grasslands,
turn to page 79.*

*If you head north, to the rain forest,
turn to page 112.*

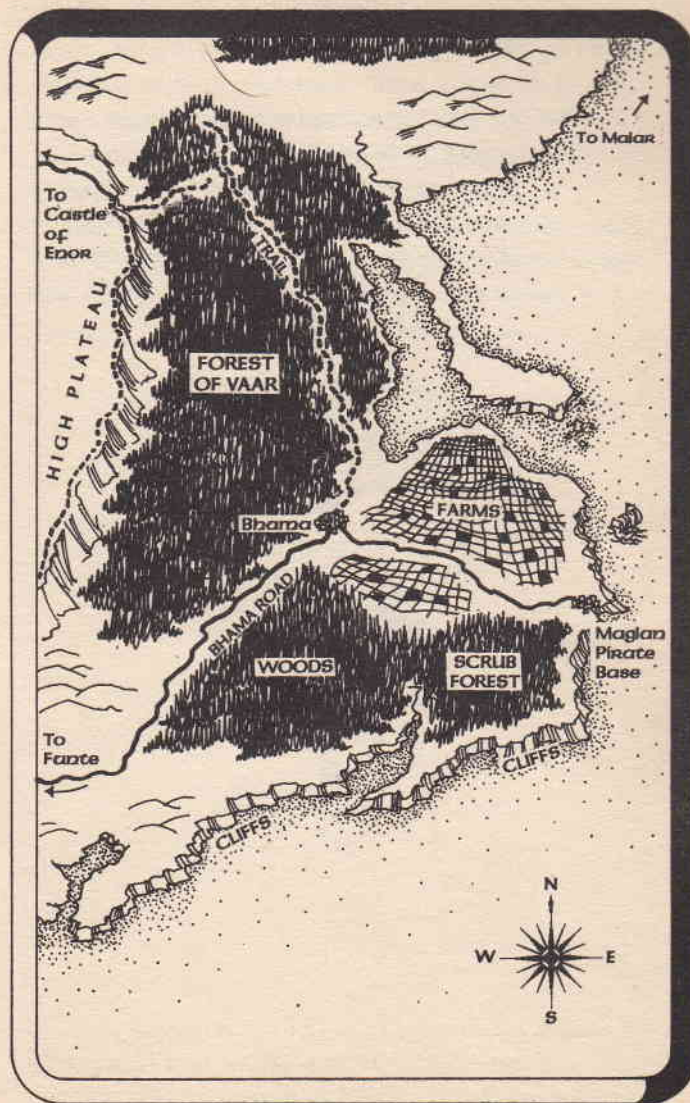
You hike for days across the northern part of the plateau. Finally, you come to its eastern edge. Far below, at the foot of a cliff, is a forest. A trail leads down the face of the cliff. The road itself turns to the south.



TO CHECK MAP, SEE NEXT PAGE.

If you decide to climb down, turn to page 88.

If you follow the road south, turn to page 105.



You make the long journey across the frozen tundra to the sheltered valley of Moora. The Moorans are excellent sailors and make their living by fishing. Their houses are cozy and warm, and you're invited into a number of them. Yet all of the Moorans clam up whenever you mention the galactic patrol.

After a few days, you thank everybody and head toward Tagha. On the way, you reach the top of a high hill. There you find a signpost pointing in four directions.



The rain forest is thick, but there doesn't seem to be any shelter from the constant rain. As soon as you think you've found one, the large leaves of the trees bend under the weight of the rain and pour a wall of water down on your head.

The heaviest rain lasts only a few minutes, then it drizzles for a few minutes, then the heavy rain begins again. Between downpours, you check your computer map. You see the grasslands that lie to the south. Malar Bay lies somewhere to the north.



TO CHECK MAP, SEE PAGE 27.

If you head for the grasslands, turn to page 79.

If you head for Malar Bay, turn to page 47.

The squat hominid with the tiny head is still a prisoner in the dungeon. When he sees you, he grunts and points to the wall. The stone is back in place over the secret exit. Even though the hominid can't escape himself, he has put the stone back so that others can.

You wait. After the guard has made his late round, the hominid helps you pull out the stone and crawl into the narrow tunnel. Soon you are out in the open air again, overlooking the large lake.



TO CHECK MAP, SEE PAGE 27.

If you go east along the lake, turn to page 65.

*If you go south along the plateau,
turn to page 107.*

You head for the hut of the friendly Dafnarian who showed you the scroll on your first visit. But he isn't home. You study your computer map. Four roads lead out of Dafnar: to the north, south, east, and west. You aren't sure where the western route leads, so you discard that choice.

North is the direction the Dafnarian wanted you to take, though he did seem to caution you about trying it on foot. The road east leads around Crystal Lake; the road south, to the port city of Gyor.



TO CHECK MAP, SEE PAGE 17.

If you take the road . . .

North, turn to page 29;

East, toward the wide valley, turn to page 24;

South, to the Gyor, turn to page 41.

You fly for miles until the bird becomes hard to handle. Looking below for somewhere to land, you see a small clearing and guide the bird down to it.

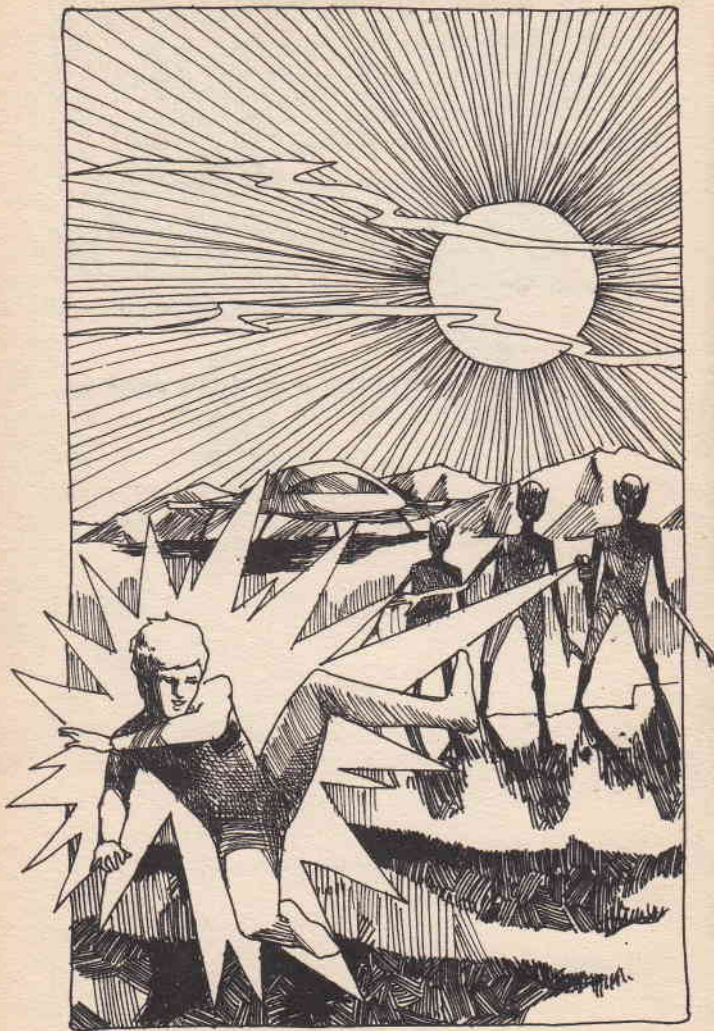
A narrow river runs close by. Checking your computer map, you decide that the bird has taken you somewhere along the banks of the Zefand River. If you head north, you're sure to hit the city of Zefand.

After taking a drink from the river, you begin walking toward Zefand.



TO CHECK MAP, SEE PAGE 35.

Turn to page 120.



As you hike along, a dark shadow above you floats down. At first you think it's a giant bird. Then you realize that it's a spaceship. You wonder if it could be from the galactic patrol and your heart begins to race.

The spaceship lands near you and several hominids jump out. They're very tall, and their arms reach almost to the ground.

"Halt, Earthling!" one of them shouts. "We've come to destroy the galactic patrol. If you know where their station is, tell us now—or suffer the wrath of the Maglans!"

They are space pirates! You try to run, but you don't get far. One of the Maglans has a stun gun, and a blast from it knocks you flat. The Maglans haul you aboard their ship and take you back to their base. There, they lock you up in a small, dark room.

You run your fingers over the door until you find the lock. Then you begin pressing the buttons in the combination you memorized. After a couple of tries, you hear the lock click open. You wait until all is quiet outside, then you sneak out and creep down the corridor to the launching room.

Soon you are at the console of a pirate spaceship. You push a few levers and the ship leaps into the air.

You find that each time you fly a Maglan spaceship, you gain a little more control. Suddenly a purple light flickers on the console. You're running out of fuel! You head toward the high plateau you remember from your last escape and land at its northern edge. Before you leave the spaceship you check your computer map to see where you are.

You're near a road that leads toward the Castle of Enor in one direction and, in the other direction, to a trail leading down the edge of the plateau and into the forest of Vaar.



TO CHECK MAP, SEE PAGE 109.

*If you take the path down to the forest,
turn to page 88.*

*If you head toward the Castle of Enor,
turn to page 81.*

You go right to the central market in Nemba, looking for Fassan Malibar. But he has not been seen for days. Remembering Fassan's fear of Maglan space pirates, you decide to slip out of Nemba as quickly and quietly as possible. That night, you take the road east.



TO CHECK MAP, SEE PAGE 21.

Turn to page 34.

Finally you reach Zefand, a pleasant little town clustered around a bridge across the narrow Zefand River. You inquire in Zefand about the galactic patrol station, but you learn nothing new. At the eastern edge of town, you see a wide valley spread out before you. Two roads lead down into it.



TO CHECK MAP, SEE PAGE 35.

*If you take the road to the left,
turn to page 92.*

*If you take the road to the right,
turn to page 74.*

You follow the river through the valley for several days until you find yourself on the outskirts of a town. Entering it, you learn that you've reached East Gyor—the way station for travelers from Gyor, the twin city to the west, and Zekko, a town far to the east. There are no houses here, only inns. And prices are so high that, to save your pango seeds, you camp out under the stars.

In the morning you decide to take the Zekko Road east. With prices so high in East Gyor, you're not sure you can afford a trip to East Gyor's twin city.



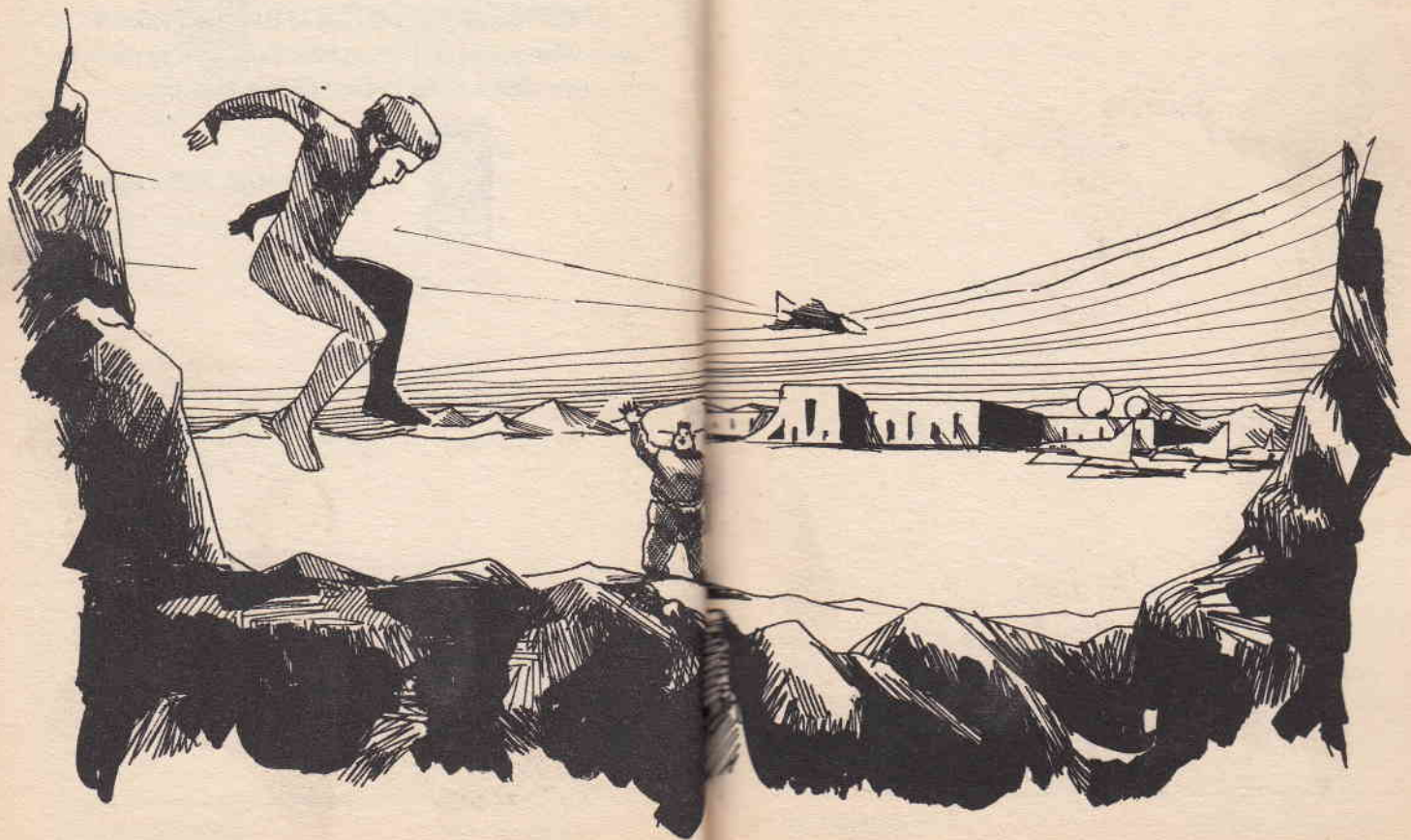
TO CHECK MAP, SEE PAGE 17.

Turn to page 26.

You follow the trail indicated by the sign. As you come over the top of a high hill, you suddenly see what could be the galactic patrol station far below. An elevator is just bringing up a starship from an underground hangar. Somehow you know that this is no pirate lair—this is the real thing!

You dash down the hill, yelling and laughing for joy. A member of the galactic patrol hears you and looks up. He waves as you come down. He's a squat hominid with a broad smile and a twinkle in his eye.

Turn to page 127.



You hike through hills for days. Finally, you see a fjord nestled in the mountains far below. You make your way down to its shore. The whole area is completely deserted, except for a small fishing boat in the fjord. You signal the crew with your arms. Luckily, they see you and send out a rowboat. They take you with them when they return to their home port of Nith.

Turn to page 60.

You have a jolting ride on the humpbacked beast, but it obeys your commands readily as long as you keep feeding it nuts. But your supply runs out just outside Tagha and the beast becomes unmanageable and mean. You sell the beast to a trader for a few pango seeds and complete your trek on foot.

Turn to page 98.

The port of Nith seems busier than ever. The harbor is packed with ships. You have to push your way through crowds of creatures from all over Kabran to get to the waterfront tavern you visited before. Luckily the tavernkeeper remembers you and now considers you a regular customer. He finds a small room on the top floor in the back where you can sleep.

The next morning, you check your computer map and try to decide whether to explore the sand dunes to the east or to try your luck on the road south.



TO CHECK MAP, SEE PAGE 99.

If you head for the sand dunes, turn to page 24.

If you take the road south, turn to page 13.

“You must be the Earthling we’ve been hearing about,” he says. “Congratulations! I knew you’d make it. And you’re in luck. The starship is leaving for Earth within the hour. If we can get past the space pirates without any trouble, we’ll soon be back on Earth.”

As you sit aboard the starship waiting for takeoff, you can hardly believe your good fortune. Though the space pirates pose a threat, you’re confident that you’ll make it back to Earth with the help of the galactic patrol. You’re about to travel through Star System Tenopia—and you’re ready for the adventures that await you there.

The End

Wearily, you look around the bird's nest to see what it has collected since you were last there. Huddling off to one side among the bird's treasures are more of the mean-looking humpbacked creatures. They're orange-and-black-striped and have three eyes.

You feed nuts to one of the beasts until it seems to trust you. Then you flash on your computer map. To the north is a desert with caravan routes clearly marked. You take as many nuts as you can carry, mount the now friendly beast, and head down the northern side of the mountain toward the desert. You follow one of the caravan routes to an oasis where the trail splits. According to your map, the western route leads to Tagha and the northern one to Nemba.



TO CHECK MAP, SEE PAGE 21.

If you ride toward Tagha, turn to page 125.

If you ride toward Nemba, turn to page 46.

The places pointed to on the signpost are in runes. You look at each word carefully, hoping at least one will be familiar from your travels.

If you head toward 54 3 5 5, turn to page 98.

If you head toward 4 5 2 5 5, turn to page 124.

If you head toward 5 4 5 5 5, turn to page 122.

If you head toward 2 5 3 4 5, turn to page 24.

ABOUT THE CREATOR

EDWARD PACKARD is a graduate of Princeton University and Columbia Law School. He is the creator of Bantam's Escape™ and Choose Your Own Adventure® series and is the author of many books for children.

ABOUT THE AUTHOR

RICHARD BRIGHTFIELD is a graduate of Johns Hopkins University. He has written *The Deadly Shadow*, *Secret of the Pyramids*, *The Curse of Batterslea Hall*, *The Phantom Submarine*, *The Dragons' Den*, and *The Secret Treasure of Tibet* in the Choose Your Own Adventure® series as well as *Trapped in the Sea Kingdom* in the Escape™ from Tenopia series. He has also coauthored more than a dozen game books with his wife, Glory. The Brightfields and their daughter, Savitri, live in Gardiner, New York.

ABOUT THE ILLUSTRATOR

DAVID PERRY studied art in New York and Rome. He has written and illustrated a book for children, *The Grox and Eugene*, in addition to illustrating books and periodicals.

YOUR ULTIMATE CHALLENGE!

ESCAPE™ FROM **TENOPIA**

From Edward Packard, Creator of
Choose Your Own Adventure®
Comes an All-new, Action-packed
Adventure Series.

ESCAPE—You're lost amidst the awesome dangers of the mysterious planet Tenopia. Your only hope is to find the galactic patrol station. Will you make the right decisions? Or will you be trapped forever. There is only one escape!

☐ **ESCAPE FROM TENOPIA BOOK #1: TENOPIA ISLAND**
The adventure begins when your space pod crashes on Tenopia Island. Look out for the huge man-eating spiders and the weird half-human crocogides. 25472/\$2.50

☐ **ESCAPE FROM TENOPIA BOOK #2: TRAPPED IN THE SEA KINGDOM**
The adventure continues deep beneath the ocean waves in the kingdom of Salaria where a sea storm rages endlessly. Beware of the flesh-eating fish and the underwater pirates. 25473/\$2.50

☐ **ESCAPE FROM TENOPIA BOOK #3: TERROR ON KABRAN**
The galactic patrol is on the continent of Kabran—but the terrain is treacherous beyond your wildest imaginings. Can you make your way to safety? Or are you trapped forever? (On sale in July)

*And there will be four **ESCAPE FROM FROME**™ books in the fall of 1986.*

Prices and availability subject to change without notice.

Bantam Books, Inc., Dept. ES2, 414 East Golf Road, Des Plaines, Ill. 60016

Please send me the books I have checked above. I am enclosing \$_____ (please add \$1.50 to cover postage and handling. Send check or money order—no cash or C.O.D.'s please).

Mr/Ms _____

Address _____

City/State _____ Zip _____

ES2-6/86

Please allow four to six weeks for delivery. This offer expires 12/86.

*****—Family Computing Magazine

ROAD RALLY U.S.A.™ THE MICRO-WORKSHOP SERIES™

Hit the road in this fast-paced computer driven game that challenges your navigation and fact-finding skills. Rally from state to state with America as your playing field, using real maps, lifelike roads, cities and sites. There are three difficulty levels and each game is different, with thousands of possible routes. You must choose your routes wisely as you interpret clues, anticipate obstacles and avoid running out of fuel in your race to beat the clock! And you don't need computer experiences to play. Ages 10 and Up

Learning goals: Geography and map-reading skills, reasoning and problem-solving strategizing.

Apple II Series/Commodore 64/128—requires 64K memory and one disk drive
IBM PC/PCjr—requires 128K memory and DOS 2.0 or higher (PC requires color graphics adapter)

For the Apple II Series, Commodore 64/128 and IBM PC/PCjr

Prices & availability subject to change without notice

For your convenience, use this handy coupon for ordering.

Bantam Books, Inc., Dept. E10, 666 Fifth Avenue, New York, NY 10103

- ___ 50009-0 Apple II Series, \$39.95
- ___ 50004-X IBM PC/PCjr, \$39.95
- ___ 50026-0 Commodore 64/128, \$29.95

Please send me the software I have checked above. I am enclosing \$_____ (please add \$3.00 per order to cover UPS shipping and handling). Send check or money order—no cash or C.O.D.'s please.

Mr./Ms. _____

Address _____

City _____ State/Zip _____

E10—9/86

Please allow two to three weeks for delivery. This offer expires 3/87.

CHOOSE YOUR OWN ADVENTURE



<input type="checkbox"/>	25763	PRISONER OF THE ANT PEOPLE #25	\$2.25
<input type="checkbox"/>	25916	THE PHANTOM SUBMARINE #26	\$2.25
<input type="checkbox"/>	23867	THE HORROR OF HIGH RIDGE #27	\$1.95
<input type="checkbox"/>	26252	MOUNTAIN SURVIVAL #28	\$2.25
<input type="checkbox"/>	23865	TROUBLE ON PLANET EARTH #29	\$1.95
<input type="checkbox"/>	23937	THE CURSE OF BATTERSLEA HALL #30	\$1.95
<input type="checkbox"/>	26185	VAMPIRE EXPRESS #31	\$2.25
<input type="checkbox"/>	25764	TREASURE DIVER #32	\$2.25
<input type="checkbox"/>	25918	THE DRAGON'S DEN #33	\$2.25
<input type="checkbox"/>	24344	THE MYSTERY OF HIGHLAND CREST #34	\$1.95
<input type="checkbox"/>	25967	JOURNEY TO STONEHENGE #35	\$2.25
<input type="checkbox"/>	24522	THE SECRET TREASURE OF TIBET #36	\$1.95
<input type="checkbox"/>	25778	WAR WITH THE EVIL POWER MASTER #37	\$2.25
<input type="checkbox"/>	25818	SUPERCOMPUTER #39	\$2.25
<input type="checkbox"/>	26265	THE THRONE OF ZEUS #40	\$2.25
<input type="checkbox"/>	26062	SEARCH FOR MOUNTAIN GORILLAS #41	\$2.25
<input type="checkbox"/>	24720	THE MYSTERY OF ECHO LODGE #42	\$1.95
<input type="checkbox"/>	24822	GRAND CANYON ODYSSEY #43	\$1.95
<input type="checkbox"/>	24892	THE MYSTERY OF URA SENKE #44	\$1.95
<input type="checkbox"/>	24963	YOU ARE A SHARK #45	\$1.95
<input type="checkbox"/>	24991	THE DEADLY SHADOW #46	\$1.95
<input type="checkbox"/>	25069	OUTLAWS OF SHERWOOD FOREST #47	\$1.95
<input type="checkbox"/>	25134	SPY FOR GEORGE WASHINGTON #48	\$1.95
<input type="checkbox"/>	25177	DANGER AT ANCHOR MINE #49	\$2.25
<input type="checkbox"/>	25296	RETURN TO CAVE OF TIME #50	\$2.25
<input type="checkbox"/>	25242	MAGIC OF THE UNICORN #51	\$2.25
<input type="checkbox"/>	25488	GHOST HUNTER #52	\$2.25
<input type="checkbox"/>	25489	CASE OF THE SILK KING #53	\$2.25

Prices and availability subject to change without notice.

Bantam Books, Inc., Dept. AV, 414 East Golf Road, Des Plaines, Ill. 60016

Please send me the books I have checked above. I am enclosing \$_____ (please add \$1.50 to cover postage and handling). Send check or money order—no cash or C.O.D.'s please.

Mr./Mrs./Miss _____

Address _____

City _____ State/Zip _____

AV—8/86

Please allow four to six weeks for delivery. This offer expires 2/87.



**Shop at home
for quality childrens books
*and save money, too.***

Now you can order books for the whole family from Bantam's latest listing of hundreds of titles including many fine children's books. *And* this special offer gives you an opportunity to purchase a Bantam book for only 50¢. Here's how:

By ordering any five books at the regular price per order, you can also choose any other single book listed (up to \$4.95 value) for just 50¢. Some restrictions do apply, so for further details send for Bantam's listing of titles today.

BANTAM BOOKS, INC.

P.O. Box 1006, South Holland, ILL. 60473

Mr./Mrs./Miss/Ms. _____
(please print)

Address _____

City _____ State _____ Zip _____
FC(D)—11/85

Printed in the U.S.A.